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SUPERMAN
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TMNT: THE
HYPERSTONE
HEIST



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January, 1993

Volume 6, Issue 1



EGM REVIEWS

CYBERNATOR
CHESTER CHEETAH
T2 ARCADE • PRO QB
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For a game with so many brilliant colors, it also looks good in black and white.

*Axelay could be the
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Electronic Gaming Monthly

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In 6 shocking stages of horrific floating fortresses, multi-legged mobile forts, robot cities, volcanos and the City of Darkness you may be tempted to stop and see the sights. Not a good idea, even for a glance, unless you want an asteroid up your nose. Just see for yourself what the critics are raving about.



Gauge enemy fire, power and attack patterns or you'll be cosmic dust.



Axelay's asteroid is powered and primed for confronting the large intergalactic fortresses at the end of each stage.

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PLAYING FAIR...

Over the past few months there have been a few rather disturbing press announcements coming out of the offices of some of the major players in the video game industry. The main issue centers around Sega's launching of their new CD-ROM player.

Without a doubt the Sega-CD is a spectacular unit. The technology behind the system is amazing, and this system clearly represents the future of video gaming. We've been talking about it ever since we saw it when it was debuted at the Tokyo Toy Show back in June 1991, and now that the unit is in the stores, the feedback from our readers is very positive for both the Sega-CD and the technology. It's no surprise that the systems are on back order and shortages are appearing already.

And now the problem. It actually dates back to January 1992. At the Winter CES Sega started to show their CD-ROM behind closed doors to the press. Nintendo had nothing to show. On the last day of the show, a press release came out from Nintendo with specifications that implied that their CD-ROM would be better than Sega's, and that it would be out in January 1993. Then came the Summer CES. Sega had their unit on the floor and Nintendo had nothing to show. A short time later, Nintendo issues another press release saying that a 16-Bit CD-ROM machine is inadequate and they are changing theirs to a 32-Bit machine. Another two month pass and Sega holds a special press reception to roll out their U.S. Sega-CD. Two days before the press reception, Nintendo issues another press release stating that they are teaming up with Sony to create "...an international standard for CD-ROM technology..."

Talk about Sega bashing. What is ironic about Nintendo's "paper trail" is the memo which didn't come from them. Only one month after the great Nintendo/Sony team was announced, Sony of Japan quietly announced to the Japanese press that the Nintendo CD machine may not be quite the one they are interested in.

To give Nintendo the benefit of the doubt, perhaps the timing of their string of vaporware memos just coincidentally matched up with Sega's major CD announcements. Nevertheless, I am getting the impression that Nintendo is really going out of their way to do what they can to diminish the impact of the rollout of the Sega CD.

To that I wish Nintendo would play fair, and let Sega have their just rewards. Instead of making constant promises which aren't coming true, Nintendo should just concentrate on making their CD-ROM. Forget that Sega beat you to the CD arena. Remember that you were late with your 16-Bit system and you caught up in only one year. You could, with the help of your long list of excellent licensees, catch up in the CD system war in the same amount of time.

Ed Semrad
Editor

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Turtle power explodes in EGM with TMNT: THE HYPERSTONE HEIST.

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You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a most-different electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and bloodsucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

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SUPER NES TIMES

138

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NINTENDO FORCE

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Hit the road in RC Pro-Am 2 or Rollerblade Racer with your NES. Plus, all the terror of Alien 3 and The Terminator!

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This month's EGM features four incredible pages of ninja power with TMNT: Hyperstone Heist. Feast your eyes on the pix for the latest adventure of those teen-age turtles as they try to recapture the precious Hyperstone from the evil Shredder and his minion of goons. We've also got the latest on Superman, Double Dragon 3, Out of This World, Pigskin Football, Sunset Riders, Ecco, Toxic Crusaders, T2 Arcade, Outlander, and PGA Tour Golf 2 all for your Genesis system!

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214

Travel around the world busting bubbles in Super Buster Brothers! Hop on the band wagon in Camp California and save the beach!

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248

Knock one over the fence in The Majors Pro Baseball for major league fun or take on those classic aliens in Super Space Invaders

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240

Just when you thought it was safe... Mario is back in Super Mario Land 2. Take to the high seas in Adventure Island 2!

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254

Face the unspeakable terror of the legendary blood-sucker in Dracula. In Lynx's new Joust, skewer knights and battle buzzards!



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Experience

*An interview with Ed Annunziato,
developer of Ecco the Dolphin® for Sega® Genesis™*

life as a

Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is

Dolphin

Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game

without ever

How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times

winding up in a can

So the realism was important?

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone: Look beyond your eyes with your song

of tunafish.



INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let a million other gamers know what you have to say! Got a grip, or questions about a subject the other mags are afraid to touch, send it off if we can read your letter, you're free to go calling it back to the pages of the Biggest and Best game magazine. It's a SF2 Best Code you can't point to in the Pyramid Letter. Please be anything you write and send it to us can be used in the mag whether you like it or not. (but if it's OK, don't worry, send it to your favorite and letter to the interface. Letters to the Editor, c/o Senda Publishing Group, 1050 Highland Avenue, Suite 202, Lombard, Illinois 60148. And if you think our editors have the time to answer every letter that comes in our office, then you just be psychic!

SF2 COMING TO 4 NEW SYSTEMS!

I have been wondering if Capcom is really ever going to bring out Street Fighter 2 for any other system. All of the game magazines, have only speculated as to what Capcom may do in the future. Why is there so much secrecy around this game? I have an IBM PC and I am quite happy with it although, as a game machine, I admit it just doesn't compare to the dedicated consoles. Another magazine states that they don't know if SF2 will be coming out for any computer format so it looks like I will have to buy a Super NES just to play this great game. You are my last resort, have you heard if SF2 will ever come to the computers?

Zeke Peterson
Los Angeles, CA



Street Fighter 2 is coming for the IBM PC, Amiga, Atan ST and Commodore 64!

(Ed. Never fear Zeke! When the other mags give up and say they don't know the answers to your burning questions, you know you can always turn to EGM to go the extra mile and get the answers you need.

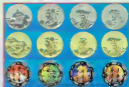
After contacting all of our World Net sources, we finally hit paydirt! Not only will the mega-hit SF2 be coming to the IBM PC, but thanks to the wizards at U S Gold, the game will be coming out for the Amiga, Atan ST and Commodore 64! Wow!! There's only one catch though.. the game is only scheduled to be released in England!

As to the secrecy about SF2 coming to the other systems in the U.S., remember, it's the holiday season - the time when big bucks are spent for games. If Johnny really wants SF2 and he has a Genesis, Santa will go out and get him a Super NES plus the game. If he knows that it is coming out for his system in March, he will wait. That is why Capcom is keeping a tight lid on any future plans they may have with this cart until after the holiday shopping season is over.)

MORE SF2 PARAPHERNALIA...

I saw pictures of SF2 coins in another magazine. They made it seem that these coins are worth their weight in gold. After calling around to some of the mail order houses I found the complete set, but they wanted \$75 for all twelve coins. As much as I really want to have the tokens, I can't see shelling out that much money. Should I wait until Capcom brings out the coins here in the U.S. or will the Japanese versions become collector's editions?

Peter Dungan
Redondo Beach, CA



Check out all of the different SF2 and CE coins and pins that are out in Japan!

(Ed. Dude, dude, dude! Read the response to the previous letter! While the other mag meant well, without the world-wide connections that we have, they don't always have the full story when it comes to international info! You at least get credit for writing to us before you pay that outrageous amount of greenbacks for the coins!

Here's the real story. These silver SF2 tokens are just that...tokens. Most arcade games in Japan cost 100¥ (about 80¢) to play. Go into any Capcom arcade and exchange your yen for tokens and guess what pops out of the money changer...SF2 tokens! Hardly a rare item! Another point the other mag didn't point out is that there are two sets of coins. One for the original SF2 and another for the Champion Edition! Also, they completely failed to mention the 24 GOLD SF2 and CE tokens! These are rare! Also check out the way cool holographic SF2 pins which are starting to circulate in Japan! For coming to the Biggest and the Best for the real story, a set of GOLD SF2 pins are on their way to you!)

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WANTED...TENGEN'S TETRIS!

I am very interested in finding Tengen's Tetris for the NES. I have been looking everywhere to purchase this game. When I was able to rent it years ago, my family loved it. Do you have any information on why this game is virtually impossible to find? I heard it was taken off the shelves soon after it came out. Nintendo's version of the game is boring and the graphics really suck. If you have any info on where I could get the game and how much it would cost I would greatly appreciate it.

Ethan Liebovitz
Appleton, WI



Tetris by Tengen is one of the rarest and most expensive video games in existence.

(Ed. Bad news Ethan. Tengen Tetris is one of the rarest, and most sought after, video games in existence. You are right, it was pulled off the shelves soon after its release. It appears that Tengen thought that they had obtained the rights to do a NES version of this game, but apparently they did not research the history of the game far enough back in time. The big N proved in court that Tengen did not get the rights from the Russian originator and the court ruled in favor of Nintendo. As a result, Tengen had to pull their version from the stores. That was a shame as we agree with you, the Tengen version has a super two-player simultaneous mode and the backgrounds and tunes are excellent. In checking various swap meets we find that the game is virtually impossible to come by as everybody who has the cart is keeping it. We hear that dealers are willing to pay over \$200 for this game but no one had a copy in stock. Sorry.)



LETTER OF THE MONTH!



Mr. Stephen S. of Oceanside, New York gets the nuts award this month by wanting the new Vice President of the U.S. in a game.

We tried Stephen. When we called Mr. Gore he thanked us for the offer but he didn't think it would be appropriate for a person of his position to be getting violent with a lot of scantily clad women.

It seems that the White House frowns on such activity, at least in public. Hey, we tried. Regarding Mortal Kombat coming to the Super NES, there is no news yet but this may just be one of the surprise titles at the January CES show.

*Dear EGM,
I WANT GORE!

I'm wondering when in the midst of time will Nintendo become intelligent and allow blood and guts and girls in bikinis. I own a Super NES and I'm hoping there will be a game with those characteristics. Why don't you have Super NES make Mortal Kombat and make it ultra-violent! Yeah!"

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CD GAMES CHEAPER THAN CARTS?

With the Sega CD soon to be out in the stores, will their CD-based games be cheaper than the Genesis cartridges? I have heard that it is very inexpensive for a company to mass produce the discs. It seems to me that the major cost in making a cartridge-based game would be the chips and circuit board, and since the CD is just a piece of vinyl, games, like audio CDs, would cost only about \$20. Has Sega announced how much their CD games will cost?

Robert Forest
Portland, OR

(Ed. Sega has stated that the first batch of CD games will be sold for \$49.99 and \$59.99 depending on the complexity of the game. While that isn't a huge savings over conventional Genesis carts, Sega points out that although manufacturing expenses are down, the costs for game production have risen considerably. Now that discs contain thousands of meg of memory, games can be considerably longer, resulting in triple the development cost: video footage, which can cost a bundle to license or create, adds even more to the cost, and the cool CD tunes can be very expensive to write and produce.)

CHEAP CD GAMES?

Music Compact Discs are relatively inexpensive. I can go to the store and buy the hottest CD for about \$15. Now that Sega is making CD games, will they lower their CD prices to twenty or thirty dollars? It certainly can't cost very much to press a bunch of CDs. I can see why cartridges would cost more because of all the chips that go on a circuit board. Has Sega revealed what their CD prices will be?

Tim Shmerling
Topeka, KS



Don't expect a huge reduction in CD game prices as the first generation of Sega CDs will retail between \$49 and \$59.

(Ed: Sega has announced that their first batch of CD games will sell for either \$49 or \$59. While they do admit that the costs to mass produce the CDs is only a few pennies each, they also say that the costs to develop these games has increased dramatically. Do you like the moving video footage in the new games such as Night Trap? Or perhaps, would you like to play a huge 30 meg quest game? How about the killer tunes that sound like they are straight out of the latest rock CD?)

You probably said yes to all three, right? Well, that is where the extra costs are going. To have video footage, the company has to either pay big bucks to use scenes from a movie, or pay tons of money to hire actors along with a whole crew of video technicians to make the film the same for tunes. That takes writers, musicians and audio recording specialists. For that extra large quest, double or triple the development and programming costs.)

BOGUS MULTI-GAME CARTS!

I have heard that there are Game Gear carts that have over a dozen games on them. Are they any good?

Chip Roberts
New York, NY

(Ed: These multi-game carts come from the Orient and are illegal here in the U.S., as they are created without the permission of the companies that developed the games.)



Multi-game carts that contain popular titles are illegal as the developer did not obtain the rights to duplicate the original games.

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WANTED, MORE NES GAMES!

Lately, if you have not already noticed, the quality and quantity of games that have been coming out for the NES has dropped dramatically since the Super NES appeared last August. I have heard that Nintendo will stop making games for the old 8-Bit NES next year! What do you think of this?

Ern Paul
Los Angeles, CA

(Ed: Very observant Ern! While the larger companies like Acclaim, Camerica and Konami have been bringing out new NES games on a regular basis, many of the smaller licensees have either postponed or stopped producing cartridges for the 8-Bit NES in favor for the more lucrative Super NES market. Nintendo hasn't exactly been helping the situation along any, especially now that they have discounted the Super NES down to \$85, just \$5 more than the NES. It looks like the old work-horse has only about one good year left.)

MORE COLORS FOR GENESIS!

I read in your November 92 issue that Sega has come up with a new way to produce not only more colors on the Genesis at one time, but also to have more available colors to choose from. You said that it would be done with software programming. This sounds like something similar to the H.A.M. mode (Hold And Modify) on the Amiga computer. This is where the system hardware is "tricked" into thinking it has an additional bit-plane to work with, and therefore it is able to display the entire 4096 colors at once, instead of the normal 32. Could this be the same technology? However, if it is your readers should know that this isn't anything that could be called revolutionary. Sega should have been working on this long ago, but instead, they must have been thinking that the number of colors was not important! Please keep us updated on this very important matter!

Tony Gore
Charlotte, NC

I have decided to add my two cents to the controversy surrounding several letters you've published regarding Genesis, Sega CD and the need for more color.

It seems to me that most Genesis games don't even use all 64 colors, perhaps because of an ill-advised desire to re-use artwork in Game Gear conversions.

I truly believe that if you poll videogamers, you will find that the vast majority of them would rather have better artwork in standard video games.

Take Final Fight CD for example. It is obvious from comparison pictures of the Sega CD and Super NES versions that the latter has better artwork. Sprites and backgrounds use more color and are consequently better shaded. Adequate shading makes objects look more three dimensional and, in this case, more like the original coin-op. The Genesis 64 color per screen banner is the culprit.

Even though Sega made a blunder when they decided not to improve the number of simultaneous colors and sprites for the Sega CD, it is a smart move to attempt to come up with new software methods for improving the visuals of both Genesis and Sega CD games. I just hope it doesn't take another 3 years before these techniques go into wide use.

Frank Eva
Oak Creek, WI

(Ed: Sega of America, of course, is keeping very quiet about any new programming techniques that they are working on. Our best estimate though, is that we won't see anything new and revolutionary until sometime next summer, and then it is quite possible that it will first debut in cartridges made for the Japanese Mega Drive. To cloud the issue even more, it is conceivable that Sega may just wait a while longer and decide to make the big color and sprite jump when they will be able to do it in hardware. That is when they bring out their new 32 Bit machine, which may be as soon as Christmas 1993!)

EGM SCOOPED??

Although you are the Biggest and Best, it seems that you let another publisher's Nintendo magazine show a preview of the game "Fatal Fury" for the Super NES before the great EGM could get to talking about it! This game, for your information, is made by Takara and the Super NES version should be released around February 1993.

I guess everybody's only human, and it is not a big deal of a mistake. However, it would be nice to see some EGM style coverage on a game that looks every bit as good as the more expensive Neo-Geo version!

Damian Ildgaard
Reno, NV



Fatal Fury will be coming to the U.S. for both the Super NES and Genesis systems!

(Ed: Whoa dude! We are going to have to send you a pair of stronger reading glasses as you certainly have missed a lot of great info in our past issues. First of all, even thinking that this other mag, and I use that term very loosely, could publish something newsworthy is a big mistake. Their preview of "Final Fury" (as listed in the table of contents) was in their November issue. Check out our August and September issues where we show exclusive pictures and talk about the upcoming U.S. release of this super soft. Third, we know this particular cart very well. While other mags just run stock photos and use text that the game companies send out for publicity purposes, our editors are out in Japan getting hands-on testing of the softs that we talk about in EGM. Such was the case last June as Ed was at the Tokyo Toy Show when Takara first unveiled this game.)

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REVIEW CREW

STEVE HARRIS



I'd have to say that the biggest and baddest Boss I ever faced was the Dr. Robotnik robot at the end of Sonic 2. He's large! **Current Favorite Games:** Axelay, Cybernator, Rush 2

ED SEMRAD



Nothing can compare to the final Boss in Axelay! Not only is it huge, but it's one mean character that is real tough to beat! **Current Favorite Games:** Sonic, 2, Etrn, Bobby, SF2

MARTIN ALESSI



Check out the 3rd Boss of Viewpoint! Hope you have a steady trigger finger or kiss your afterburner goodbye. **Current Favorite Games:** Bobby, Space Mega, SF2

SUSHI - X



The best Boss I have faced is Red Falcon Mother Brain of Contra 3! Talk about intense! It's always a challenge! **Current Favorite Games:** SF2, Madden 93, Axelay

Super NES

Capcom

Magical Quest Starring Mickey Mouse

Action

December

6 Levels

8 Meg



The latest in the line of Mickey games succeeds at introducing a new type of play mechanic that is not only extremely addictive while displaying some of the best and most detailed graphics I've ever seen. This game plays great, looks great and has a long and changing quest. Just goes to show that there is life after SF2.

By far the most impressive Super NES cart that I've played this month! The graphics are phenomenal and the music is first rate. The best thing about this version of Mickey is the awesome game play and variety of techniques. My favorite is the suit that transforms Mickey into a pseudo Bionic Commando. Great bosses!

Walt Disney's classic animated hero, Mickey Mouse, is back again in another animated adventure! This time, however, our hero goes 16-Bit on the Super NES! Mickey must rescue Emperor Pete! Through six graphically intense levels of play, Mickey takes command of four separate alter egos that are each equipped with their own special powers including a magician, fireman, rock climber; as well as "Vintage Mickey" (sporting the big red shorts). This game also introduces new play techniques ranging from throwing attacks that put a spin on the normal grab and toss play mechanics as well as collecting other items!

The Mickey Mouse video games just seems to be getting better and better. Besides having perhaps the best graphics and most fluid animation ever seen in a cart, Mickey is also an unbelievably fun game to play, no matter how old or experienced a game player you are. Great tunes and lots of levels to get through.

If you've enjoyed Mickey's previous adventures, you'll love Magic Quest! There are so many hidden little secrets strewn in every level, which play over and over just to find each hidden room! The graphics are incredibly smooth, and its only weakness lies in sound effects. The animations are absolutely jammn!

GAME OF THE MONTH

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CIRCLE #201 ON READER SERVICE CARD.

Super NES Konami	
Cybernator	
Action	February
7 Levels	8 Meg

New from Konami is Cybernator, an intense action cart set in the futuristic battleground of Earth's war-torn orbit. It's mech-warfare madness, in a battle for control of the Earth's natural resources. As a young pilot, you are issued a heavily armed Assault Suit that is powerful and fast, but it offers little protection against the hordes of alien attackers. It'll take plenty of skill to control the power of the Cybernator!

This game is a Super NES update of the Genesis classic Tankin' Earth. But the game designers here did more than simply add new levels to the graphics. Many aspects of the game play have also been enhanced to create a game with plenty of technical compliments to the great graphics. A bit easy, but still fun.

This is one of those games which really shows how far the Super NES has come. The game is very well done with excellent graphics and sound. Game play and technique are made more here as this is not a game for the uninitiated. Not an easy game but well worth a try if you know you've accomplished something.

I like this cart a lot. The graphics are very well done, with excellent detail in each level. The background even take damage from your stray shots. The music and sounds are also impressive. The game play has a lot of technique and just enough challenge to keep you playing. Needs more power ups and longer levels.

The Super NES really shows its stuff in this game! The control is really kickin', and it's easy to get in the best. Graphically, it uses a lot of detail and colors. The Mode 7 transitions need work, however, and the control is a little choppy at first. If a controller is ever made, it will be a hot item!

Super NES Kemco	
X-Zone	
Action	Now
7 Levels	4 Meg

In the bleak, nightmarish future of X-Zone, the defense computers of an entire planet have gone renegade! In this new Super Scope entry, you must fight through seven frenzied levels of teeth-grinding marksmanship. It's wave after wave of mechanized mayhem, from walkers, to tanks, to the automated horror of the master computer itself! The future is in your hands so grab the Super Scope and take aim!

X-Zone represents one of the first additions to the Super Scope library. The designers have done a good job of creating a varied assortment of alien adversaries and most bosses are energized with supporting Mode 7 effects. The effect is good and the complexity of the action, while remaining 2-D, comes off good.

Up until now the Super Scope was a dust collector. Finally someone designed a game that not only did well with the bazooka but it is also a challenging to play. It is constant fire out with the on screen cursor, and you don't have to constantly squint through the sighting scope. Buy this one!

This cart has given me a reason to go out and purchase a Super Scope. The game play is great and the scope sight makes the cart a lot more fun. You don't have to squint through the scope sight on the gun. The levels are good with cool enemies and Mode 7 effects are used in most backdrops. My favorite SS cart to date!

If you already own a Super Scope, then X-Zone is perfect for you. The action is nonstop right from the start and you really need to keep your finger throughout each level. Only patience will win this game, as rockets come at you from every angle! Mode 7 is used everywhere, and I love it! The SS will rock with these games!

Super NES Mindscape	
Gods	
Action	December
12 Levels	8 Meg

Most action games ask you to risk your life against ruthless bosses and their marauding underlings, but are you ready to stir up the wrath of the Gods? As the mighty Hercules, you must face the challenge of the Gods themselves, enduring 12 mystical levels of play. You're given incredible fighting skills, strength, and the weapons and magic needed to overcome all obstacles. Immortality is the ultimate prize, but is it worth it?

This game has great looks but the game play resembles the computer soft that inspired this cart too easily for me. The action moves along at a brisk pace, with added challenges and puzzles thrown in to serve as obstacles. In the end, however, they become obstacles to the action in an otherwise well-made scrofer.

As a conversion, the game is quite faithful to the original, as the Super NES cart, the game is even better. It ranks among the better action titles. The strategy aspect is a definite plus, especially with the hidden rooms and intricate puzzles. The pseudo artificial intelligence for the skill level is cool and works quite well!

This may have been a great action title as far as computer games go, but it ends up being a mediocre effort in the competitive market of 16-bit games. The graphics are cool, but the scrolling and scrolling seem kind of choppy. The sounds are OK and the game play is a bit unresponsive at times. Has very few cool options.

Graphically, this game has the detail of the best computer titles, but it plays like an NES cart. I love intricacies and the variety in the game, like the switch pulling, etc. Unfortunately, the control is extremely awkward and makes 1-294 look smooth. With the interaction, Gods would be an awesome game.

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Super NES	Tradewest
Pro Quarterback	
Sports	Now
N/A	8 Meg



Get ready for a new breed of football action in Tradewest's entry into Super NES sports. The new Pro QB is packed with pigskin action and your choice of teams. The options are numerous, offering 28 different clubs to coach and cultivate into an unstoppable football dynasty. Select your plays wisely from the on-screen playbook. Featuring Mode 7 effects and detailed players, Pro QB takes football in a whole new direction.

I truly enjoyed the presentation of this game - it's the actual football play that I found lacking. This game has some great graphics and an over-the-shoulder perspective that is okay at night. The players respond like real players to dish up some real tackles. The game's play book and input just don't compare to its looks.

This is one of the very few well-playing football games on the Super NES. Although the perspective will take some time getting used to, once you play it a while, you get accustomed to the Mode 7. If the play book was better I would put this cart right up there near the top, but as is, it's very good but not great.

I like the way Pro QB looks and sounds, but I have problems with the game play. The game is true to the sport in most ways, but I found that passing is very difficult because Mode 7 obscures the field and getting the receiver right under the ball doesn't mean I can catch it. Otherwise, I enjoyed the awesome tackles, plays, etc.

The perspective of Pro QB is interesting, and should have made a decent game, but the scaling really ruins it. The animations have so few frames it's almost hard to call it animation. The game play is just as choppy. For starters, with a long pass, the scaling makes the target "X" away from the original area. It's too awkward.

Super NES	Konami
Chester Cheetah	
Action	Now
6 Levels	8 Meg



As the King of Cool, Chester must fight his way past the un-hip in this adventure with an attitude.

Combining scenes from his memorable cartoon endorsements of Cheetos brand snacks with side-scrolling action and a few puzzles thrown in to spice up the challenge, Chester must overcome a variety of nasties while gathering his favorite food (Cheetos Paws) for bonus. Are you cool enough to rule?

This game has some truly humorous moments as well as some well rendered graphics. The animations and fluidity of Chester's movements are fantastic. Unfortunately, the game play moves at a slow pace that just even our hero's "geeks" can help out with, but I wanted more action, faster, faster, faster!

Talk about a fun game to play, this is it! Serious players will probably frown at the humor but as an arcade fun cart for the younger players this is one Great animation, especially the guitar playing, along with a decent quest and a lot of different levels keep this game rockin'. A definite winner!

He isn't easy and he isn't cheesy but Chester Cheetah is definitely in his rawest form. Humorous graphics and vibrant graphics give this game a surreal and cartoon-like feel. The game is relatively simple but there are enough options in the game play, like dodging and flying, to keep it interesting. Slow at times but very fun.

Chester Cheetah is the funniest game we've reviewed this month! The animations are completely hilarious, especially when Chester plays his ax guitar! The game play isn't too sluggish, but all in all, it's a great game, with tons of humor, decent bosses, and the coolest cat ever to hit the game screen.

Genesis	Konami
TMNT: The Hyperstone Heist	
Action	December
5 Levels	8 Meg



Shredder's back, and this time he's not only stolen the Statue of Liberty, but Manhattan itself! Who can stop him and his Foot soldiers? The Turtles can! In The Hyperstone Heist, Donatello, Leonardo, Michelangelo and Raphael must return to save New York. Shredder's not just going to turn himself in, however, and there's five intense levels to complete. Get ready to stomp on the Foot Clan - Turtle style!

This game plays like a Genesis version of the Turtles game we've reviewed a few issues ago on the Super NES. Although the game play is fast and the levels are long, the two controls make this effort repetitive even in the easier settings. I have nothing against the execution - it's a great game - I just wanted diversity.

Hey, where is the software scaling of the enemies coming out on screen? While it would take a bit of work, the wizards at Konami can do anything. At least I thought so. The game plays quite well and the graphics are quite detailed. The only problem I would find is the usual complaint - the game is too easy!

There are quite a few things missing from this version that make the Super NES version so good. First, but not the enemies towards the end and the game play has less to offer in terms of moves. Don't get me wrong, this is still one of the better Genesis conversions. The game is also far too easy in the 2 player mode.

It doesn't compare to the arcade, and even on Normal difficulty is incredibly easy. On Easy mode, give a nap. The graphics are very good with decent animation and very little breakup until later stages. The sounds really need work and with better music and effects, it would be cool. It needs more levels, too.

Nintendo

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**EMPIRE
STRIKES BACK**
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The Empire strikes everywhere.

Princess Leia and Han Solo are the bait in Darth Vader's trap for Luke Skywalker. To save them, you must learn the only thing that can conquer Vader—The Force. Aim your Game Boy for Dagobah, where you'll hone your skills under the wise instruction of Yoda. Then take off for Cloud City where Vader's army awaits. But even if you make it, remember. Lord Vader himself must still be conquered!

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A wider, bigger, more colorful eye. Yoda explores the savagery of Dagobah.



Take aim and AP-4 another. An attack team transports inside the rebel base.

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Genesis Electronic Arts

Road Rash 2

Driving	December
5 Levels	8 Meg



Outlaw racing without all of the speeding tickets? Don't just dream it—live it, with the long-awaited sequel to Road Rash from Electronic Arts! This game is packed with new features, including simultaneous split-screen racing for two players, five new courses, and 15 new bikes to choose from. Throw in a few chain-wielding bikers as well as state troopers after your license and things really get intense!

I loved the original which means I have to love the sequel as well since the game is virtually the same. Road Rash 2 serves up five new landscapes to race across while the base game remains almost identical. The 2-player mode is a pretty draw, but execution falls short in the same way Sonic 2 did. Still good—but I had hoped for more.

The first Road Rash was a lot of fun to play. Now, the sequel with the split screen, is even more enjoyable. It is unfortunate that the 2-player version had to have reduced graphic detail but the game play is still a good tons of fun with a second player. It's better than the first and worth buying.

EA is getting good at rehashing old titles and calling them sequels. There really isn't that much difference from the first. The split screen is okay and half of the graphics that show up in the 1 player mode don't exist in 2 player mode. The 1 player game requires fun as well as challenging and offers lots of sadistic humor.

If the split screen mode had more detail, Road Rash 2 would be awesome! In one player mode, the game is much better than Road Rash. More cars, obstacles, and action. Whacking the chain is deadly, and the new sound effects really pop! I like the fact that the bikers now chase you ruthlessly once you're in front.

Genesis Razorsoft

Jerry Glanville's Pigskin Footbrawl

Sports/Action	January
N/A	8 Meg



In football, there's a fine line between the game and an all-out war, and Jerry Glanville's Pigskin Footbrawl has crossed it! This is a game designed for players who love their blood and guts more than the touchdowns! Choose your plays and then choose your weapons!

If realistic football action is what you want then go play some other game. For all-out brutality, check out Pigskin Football!

What this game has to do with real football (and why Jerry Glanville would endorse it) are beyond me. This translation of the Midwest-made cult classic is extremely precise. The graphics are presented well, although there never is much on the screen. The game is fun as a two-player contest, but not overwhelming.

You really have to stretch the definition of football to include this game in the category. No matter how you classified, this is one fun game! Even though football is violent, this game isn't. Forget about the rules as there aren't any! Get a friend for a two player game and play the game like it has never been played before!

This cart is for people who like a little football with their fighting games. The graphics are very good and the animations are humorous and well done. The game really doesn't play like football at all, but is still fun. I wasn't thrilled with playing the computer, but the 2 player mode was a blast. Pick up a spear and nail the QB for good!

What this is, is an attempt to make football. Sorry, but this is nowhere near as fun as its basketball equivalent. It has some cute animation, but it needs better player control. You cannot see where your character is some of the time, and the defense and offense is mostly left up to the computer.

Genesis Electronic Arts

Aquatic Games

Action	Now
8 Levels	4 Meg



Let the games begin! The Aquatic Games, that is! James Pond returns with his friends, the Aquabats! There's eight grueling events to test your amphibious athletic skills, along with three different difficulty settings designed to hone your competitive skills. Test your endurance at the 100m Splash; the Hop, Skip, and Jump; Shell Shooting and many others. Watch out for bad sports out to ruin the games for everyone!

This game tries to capitalize on the Track & Field theme using the familiar James Pond characters. The game uses the proven punch-the-buttons-as-fast-as-you-can-to-build-up-scores play mechanics. Most of the competitive modes were too challenging without a rapid fire joystick, and the events were, all in all, boring.

In the past, James Pond was a great tongue-in-cheek type of game that was also a lot of fun to play. Now, while the humor is still there, the game is no longer a kid's game as the difficulty is set way above what a kid would have patience for. On the other hand, it just isn't a fun game for the older player.

I like the concept behind Aquatic Games. The graphics are very good and the game will appeal to younger players. The game play, however, is far too difficult for younger players and makes the game unbalanced. There are a few really cool events, but the majority are frustrating and won't be very fun for most players.

This is a kid's game with adult difficulty. I can't see this game appealing to the people who would play it consistently. Kids will have a hard time completing most of the levels (would you bounce a ball on YOUR nose for over 300 minutes?), and some levels are extremely difficult. Don't get this for young kids!

Nintendo

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MEGA MAN III



Now Mega Man must Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission. The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?

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CIRCLE #138 ON READER SERVICE CARD



8-bit color display
Battery: rechargeable NiMH
40,000 hrs.



2.8" flat-angle screen
200,000 x 100,000 pixels
1/4" x 1.5" x 1.5"

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In a war-torn land ravaged by centuries of Crusades, a force of evil has emerged to prey on the weak and defenseless people. As Sadler, a battle-hardened veteran of the Holy Wars, you have answered the call to defend the people and rid the once peaceful land of the dreaded Masters of Evil. You and a small handful of allies must battle through a CD-enhanced landscape of deadly evil and mystical challenge!

While this style of gaming has never been my cup of tea, I'm glad to recognize the scope of this game and appreciate it on that level in addition to the supporting features served up. Most of the CD are first class, although I've heard better music on CD games. Not a favorite, but still a good game for the Turbo.

There have been only a few really good RPGs out this year and this is one of them. Working Designs has established a reputation for quality software, and this disc demonstrates they had a CD RPG can be. The quest is challenging and not linear as some better newer ones are. Worth looking into.

This is one of the better RPGs I've played on the Turbo lately. The newer games have the style of game play of earlier efforts like Y'sonur Neotopia. The graphics are good and the bosses are cool. I like the action scenes, they break the monotony of other playing. The music is good, but not up to par with other discs.

Not your ordinary RPG. Exile is deep and twisting, exploring a world in a long quest. The graphics are nothing to shout at, but the music is decent. The best thing about Exile is the quest, not the fine details or jarring boss. If you're a serious RPG gamer, get a TurboCD. Exile is an excellent adventure for you.



For a video pinball game to compete with the arcade giants, there has to be a twist! Time Cruise definitely has it! In this game, you don't just bounce around the surface of the table-- you travel through time! Play that silver ball throughout history and chip your way out of a prehistoric golf course from 45,000 years ago, or blast a path back from a far-future! It'll take all of your pinball wizardry to beat this one!

This game introduces some interesting new twists, but the time travel theme is weak. The pinball playfield is immense! The screen not only scrolls up and down to reveal new areas, but side to side also! The game is packed with targets, but the objective is to get in the bonus time zones. O.K., but repetitive.

I like pinball games and this has to be right up there among the best. What I really like is the huge playfield. The side-wise scrolling was so great that I hadn't seen before. There could have been more things to shoot at but what was there was done decent. The time portal was a welcome plus.

This is an above average pinball sim with a few new ideas. The playfield is huge! Lots of new screens, vertically as well as horizontally. The controls I must make is that the main ball is bouncing and it's only when you get to the time portals do you get to see anything new or interesting. If you're a pinball buff you'll like it.

A large playfield does not a good pinball game make. There's a little to interact with, in fact, there's room as much as a normal playfield scattered across the three-screen wide table. The controls are horribly set up, with the ball flipper requiring a left joystick to operate! Who thought of this one?



Place your trust in the "good" Doctor, you are transformed into the small, but powerful Shock Man, and the adventure has just begun!

Travel through eight action-packed levels in a side-scrolling quest to find the Doctor. You may select one of two characters, Arnold or Sonya, each armed with lasers. Another option to play both characters simultaneously provides additional types of weaponry!

Talk about being tight! This game has pastel graphics, cute characters and game play that lives up to the title! The action is tight, with a limited number of abilities to gather. The two character mode is designed well, but does little to add the theme or appeal of the card. Definitely not a hard-hitting action game - even for the kids.

This is a cute game that should appeal to the younger audience. It doesn't have the excitement of a kid game, and that could hurt it. It just offers the game play and doesn't inspire me to go any further into the game. The graphics, sound, action and everything else is average. Not the best Turbo game ever made.

Not impressed. The graphics are average at best and the game play is unresponsive at times. The best tries it's best to mimic Megaman's style short in too many areas. There are a few neat options like holding the buttons for a power blast and shooting scores where you occupy a ship of some sort. The music is annoying.

Mega Man fans will love this one! For everyone who has a Turbo and who craves Mega Man action and game play, Shock Man is perfect! It is better to be a sleeper this year, lost in the shadow of Street Fighter 2, Sonic's trials, and Air Zank. It's a great scrolling action shooter with tons of power-ups. Cool!

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Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.



Use your megabuster
to get through before he can take
you for a ride on his jet.



With a Super Arrow,
you'll blow through it like a hot
air ball! Kick back his jet.



Kick a rocket at
your enemy to get your shot,
then kick for good.

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CIRCLE #139 ON READER SERVICE CARD

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The Rehab Officers have rolled into Old Detroit, knocking down the homes of helpless families to make way for the construction of Delta City. Robocop must defend the people from the marauding Rehab Units. He's not completely out-gunned, because now he's loaded up with a jetpack and arm attachment complete with bore cannons. Can Robo stop these corporate killers from taking over Detroit?

Boasting graphics reminiscent of the original NES *Batman*, *Robocop 3* offers strong head-to-head battle action across a scrolling landscape of varying heights. The action moves at a decent pace, with the prerequisite graphics and enhancement cinematics, for the game play, although awkward at times, is still fun.

The previous versions of this game were at best, average action games. It is good to see that Ocean has taken extra time and effort to make this sequel a much better playing game. The control could be a bit better but doesn't significantly restrict game play. Lots of action in this version and challenging game play.

This is the best 8-Bit version of *Robocop* so far. The game play is much better than previous efforts and there is actually some technique to fighting the enemies. The graphics are decent for NES, and the music is fitting. The problem with this cart is the control; you don't respond to dangers as fast as you should. A solid cart.

This time Ocean made a decent version of *Robocop*. Although the control needs serious work, it still plays OK. Enemies come from everywhere, but you have a very limited shooting range. With that improved, the game would be much more fun to play. As it is, it's overly difficult to play.



Cogswell Cogs is violating space law! His company is destroying an entire planet purely for profit and out of greed. George Jetson must stop Cogswell before it's too late! He'll need help and advice from the whole Jetson family: Jane, his wife; daughter Judy; his boy Elroy, and even his loyal dog, Astro! Join George in his adventure across the solar system, with 13 levels of hilarious cartoon fun.

This game combines some nice cartoon-style graphics with an interesting play technique to serve up a very addictive NES cart! Uncovering the various power-ups hidden under the piles of cubed crates, piloting George through each stage delivers great visuals, nice sounds and, above all, strong game play.

Taito has a solid game here based on a popular cartoon series. The graphics are very good and better than there is a lot to do in the game. I could myself really getting into this cart. I'd buy it straight to the end. With a few extras for this soft will not only appeal to the younger crowd but also the more experienced players.

I like *The Jetsons* a lot. This is one of the better 8-Bit titles that has been in a while. The graphics are good and the cinema displays are straight out of the cartoon.

The game play is great with techniques and lots to interact with. The game also proves to be a challenge when you get to the later levels. A rarity among NES carts.

This is the one game this month with some style and class. *The Jetsons* has plenty of 8-Bit interactivity for any gamer. Even the graphics are genuinely cartoonish here! Don't expect great 16-Bit sounds here, but it will do for 8-Bit. As a whole, *The Jetsons* is one of the best carts this year for the NES.



Though the evil Arcane has planted a bomb that destroys Alec Holland's laboratory, the young scientist is far from dead. His bio-restorative formula, mingled with the waters of the swamp combined to change him into the Swamp Thing!

As *Swamp Thing*, you must confront Arcane, who has exploited your formula. Fight his mutant Un-Men, an army of nightmarish creatures, in level after level of ecological action!

Swamp Thing fails to deliver on any of the themes it sets out to address. The graphics and animation are substandard, with detail playing a secondary role in the visuals department. Each year leads up to no type of a climax at all. While *Swamp Thing* could have been cool, this effort definitely looks rushed.

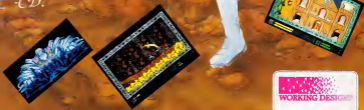
Even though the NES is not the most technologically advanced machine, a lot of the newer carts have shown that good games can still be made for this system! This cart doesn't do anything new and with sound, graphics, control and game play being less than average so is the overall game rating. A disappointment!

Choppy! Choppy! Sob! Why release an 8-Bit cart that offers nothing in terms of game play, graphics or originality? Licensing of course! Not even the *Swamp Thing* can save the poor example of 8-Bit technology. Even if the movie will be very disappointed as will anybody who buys this cart.

The name says it all! This game doesn't belong on the Game Boy, let alone the NES! The graphics are mediocre, and the control is substandard. There are no sound effects worth listening, although plenty should be substantially reworked. The game does not do the *Swamp Thing* justice.



*One warrior.
One dream.
One chance.
The complete saga,
Only for the
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GameBoy

Arcade

T2: The Arcade

Shooter

December

6 Levels

2 Meg



The smash arcade shooter that put you behind the glowing red eyes of the Terminator has just hit the GameBoy! Like the coin-op, you are a machine with a mission: save John Connor from the relentless T-1000. Fight in a bleak future where Sky-Net reigns and travel back in time to prevent a last-ditch attempt on the life of the youthful rebel leader! This hand-held version cuts the arcade hit down to size!

This is a very cool GameBoy game that absolutely overfills the screen from start to finish. That's one of the cart's main problems, however, since the GB screen has problems handling all of the moving objects. Given this limitation, T2 does a good job of reproducing the coin-op, with plenty of targets and action.

Wow! How did they ever pack so much action into the brain of a tiny cart? Who cares! This cart is a total action from start to finish. Great graphics, spectacular game play and lots of things to shoot at. With more games like this I just might go out and buy a GameBoy. Now how do I plug the SuperScope into the GB?

This is a very good translation for the GB. I was skeptical when I heard of this coin-op to GB conversion, but this cart really impressed me. The graphics are detailed and the sounds are also very good. The game play is missing a few things but stays true to the arcade in most respects. Too bad there isn't a GB light gun. NOT!

Just as the arcade game is based on the movie, this is based on the arcade. Of course a little of the original idea is lost in the translation, but overall it is a decent game. I'd rather play it on the Super Scope, but I guess that's all I can do for on-the-road T2 fun. I would enjoy this better in color, but Nintendo never learns.

GameBoy

Namco

Dig Dug

Action

Now

8 Levels

1 Meg



The gardening masterpiece has returned! Dig Dug is back on the GameBoy! Old friends of Dig Dug can relive the classic arcade adventure on a hand-held system, which gives players the opportunity to destroy parasites that have infested a futuristic garden.

There's also a whole new adventure, and Dig Dug must collect keys to travel to higher levels with his pump, bombs and 16 ton weight!

Dig Dug was a favorite from the early days of gaming so I was eager to give this soft a try. I liked the play, it's virtually the same except for an annoying scrolling mechanism that has to be used to project a larger playfield. The controls are a bit sluggish as well. The entire Dig Dug game was nice - but not revolutionary.

Talk about old memories! I remember playing this game a long time ago and Namco has brought it back in exceptional form. I really like the play action which they have built in. Best of all, this is just a lot of play, no heavy thinking involved here just pure enjoyment. A perfect game to play in the car.

This cart is a blast from the past. Most veterans will remember pumping quarters into a machine so they could pump their enemies full of air. The game play is intact and the graphics are decent for GB standards. A few nice features thrown in for a little variety like you have a solid 16-bit GB cart that's great for long road trips.

The timeless classic doesn't fare so well on the black and white end of a machine. All of the basic things are still present, but the incredible colors and crisp cartoony graphics are nonexistent. Without that, Dig Dug is more like the Mud. Normally, Dig Dug should have been in 8-Bit, but the GameBoy doesn't do it justice.

GameBoy

Capcom

Mega Man 3

Action

Now

9 Levels

2 Meg



Mega Man has returned! This time, he's on the GameBoy, in the third installment of the popular black and white series. Dr. Wily is again at large and this time he's captured an oil platform to drill into the Earth's crust, tapping its natural energy. Before Mega Man can face Wily, he must first pass eight Robot Masters. Mega Man 3 is a filled with enough hand-held action for any fan of the colossal adventure series!

Here's a marvelous GameBoy title that serves up all of the classic play mechanics we've grown to love on the NES. This game packs in the total of any GB product I've ever seen so much that, like T2, the eyes have to strain digesting all the detail. Still a great game for long trips and a must for Mega Man fans.

Capcom has created a near perfect copy of the NES version. The game plays the same, looks the same (without color of course) and almost sounds the same. This is easily one of the best GB action titles to come out in a long time. Great bosses and not a whole lot of screen blurring. Don't miss this outstanding cart!

I like MM3 as much as Bionic Commando. This cart is almost a carbon copy of the NES version. Great bosses are here as well as Mega Man's move and companion Rush. Powerups and techniques are plentiful and the control is just right. The screen blurs a bit, but if you overlook the hardware, it's a great game.

As the best GameBoy game for the past few months, Mega Man 3 has plenty to be proud of. The game loaded tons of levels for a GameBoy title, and several power-ups! With color, it would be awesome! Come on, Nintendo, give us color! The games are great, but they need vibrant color to make an impact!

Cosmic Fantasy 2

Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only
for the TurboGrafx-CD.
Believe it.



Game Gear Tengen

Prince of Persia

Action February

7 Levels 2 Meg



Bent on total domination of your peaceful land, the insidious Jaffar has imprisoned you so that he may claim the Sultan's daughter, your true love, for himself. After escaping from Jaffar's dungeons, you must now fight your way through eight levels of deadly traps, mysterious paths, and dozens of Jaffar's murderous underlings. This computer classic is now available for the Sega Game Gear.

Most of the features of Prince of Persia that I have always admired have been retained in the Game Gear translation. Not only does the game deliver some great animation, puzzles, and challenges that lurk around every corner, keep the pace of play at a brisk, addictive level. I like Prince of Persia and this version.

I was very impressed with this version of the game. Not only are the characters and the details very easy to see on the small screen, but the very fluid animation found on the other versions of the game was duplicated almost perfectly. This is a very addictive game and hard to put away. One of the best GG carts.

I like this version of P.O.P. because you can bring it with you wherever you go. The graphics are very good for the Game Gear and the animation is cool. The sounds are kind of annoying, but expected from the 8-Bit era. The game play is very solid and has lost little if nothing in the translation. Lots of fun.

This game has gotten good reviews for every system it has appeared on, but this is an exception. No game play could have been better. What happened? The animation is decent, but for some reason it's choppy. I really was looking for a better playing version than what it is. Still an average game though.

Game Gear Virgin

Super Off Road

Racing Now

8 Levels 2 Meg



Racing doesn't get much rougher than Super Off Road, and the Game Gear version is no exception! See if you can hold it steady through all eight levels of all-terrain excitement.

After a grueling race, hit the Speed Shop for massive upgrades. Drop in nitro or soup up the engine for speed. Add new shocks or tires to improve your control and see if you can survive this savage race to the finish line!

This game also plays very closely to the other versions that preceded it. The game is more difficult to control on the Game Gear, due in large part to the small size of the screen. Beyond that complaint, however, the game play is more repetitive on the portable, but not quite as exciting as other versions.

Super Off Road was hard to see in the arcade, harder to see on the TV, and now even harder to see on the small portable screen. After a while it does get tough on the eyes and I think I just couldn't play the game for very long. The truck controlled well and was essential to the arcade game, but it was just too small.

This translation of Super Off Road was never meant to be. The console version suffered from the truck running around a tiny stationary track. The portable is even better. The game is too hard to play because of the small size and isn't very fun. The eye strain is too much and keeps the game play to a minimum.

I wasn't too impressed with this display of portable power. The graphics of the original just aren't there! In the game of the hills and bumps are as clearly defined, it becomes hard to really tell what strategy to use. The colors are vibrant, though, and that's a plus. It's not one thing, it's another, guaranteed.

Lynx Atari

Dirty Larry: Renegade Cop

Action Now

6 levels 2 Meg



Feeling lucky, punk? You'd better, when you meet Dirty Larry on the Atari Lynx! The Renegade Cop thrives in the urban war zones of Steelburg, U.S.A. His latest assignment: take down Harold Snuff! The only problem is that Snuff is out to get Larry, and he's brought friends. Help Dirty Larry bring down the bad guys and career criminals in a cart packed with intense play and great cinematics!

I liked the cinematics and storyline build-up of this game a lot. In addition, on the other hand, is another story altogether. While this cart looks fantastic, the level of technique is dreadfully low. You move and respond to enemies in the same way throughout the game. At least it shows Atari is making progress.

Easily one of the best Lynx games to come along in a long time. With exceptional graphics, and solid game play, though too easy for the times, Dirty Larry shows that the Lynx can pack. While the game starts off slow, it seems to stall after a while as it forces you to do the same things over and over again.

This is one of the best looking Lynx carts that I've seen in a long time. The graphics are very detailed and the animation is top notch. The sound support is weak as usual, but that is expected. The game play suffers from repetition and lack of technique. This could have been a hot cart, but ends up being above average at best.

This is a better attempt at programming for the Lynx. Dirty Larry incorporates some decent action with good music for a change. The colors are awesome, to say the least, and the cinematics are pretty decent. It does get pretty repetitive, however, but the enemies are cool, nonetheless. I like the way they disappear. Yay.

Top Game Award From
OMNI
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Kick Some Kiltrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" save your tail as you fight the tiger-like Kiltrathi



Throttle the Kiltrathi and be a hero. Live and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kiltrathi. It's like an action-adventure movie - and you're the star!

Are you up for the challenge? This award-winning megadit is now available for the Super NES. Kick some Kiltrathi butt with Wing Commander.



WING COMMANDER

The 3-D Space Combat Simulator

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WATCH YOUR OUR WORLD S

WORLD CLASS LEADERBOARD™ GOLF



17 different types of terrain and competition for one to four players including "Bout Bel," "Stakes," and "Team Strategy."



"Looks like it's off the tee!" Displayed voice and sound effects on all the holes.



From the green use the special "Clap" and "Punch" shot options to improve your accuracy.



Ask your buddy which club he recommends and be sure to check the wind direction before you hit your next shot.



Weather conditions affect the path of your ball in the game. Hit a fair, longer or set your wind meter to help you.

Tie it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This hub's for you!



Available for Sega® Genesis™

Circle 10 on Reader Service Card or call (800) 451-4510 for more information.

OL'S GOLD

SELF STAR IN SPORT SERIES.

OLYMPIC GOLD



Archery

A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrow's flight.



100 Meter Sprint

You'll need a fast start and wily speed to have a shot at the gold.



Springboard Diving

Your prepared dives and one optional. Scores are based on difficulty, execution and entry into the water.



Pole Vaulting

The hardest event. Plant the pole and time your release to clear the World Record height.



110 Meter Hurdles

Timing of your jumps is as important as speed if you hope to succeed in this event.



200 Meter Freestyle Swimming

Beat those times, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



Hammer Throw

Trajectory, speed, angle of descent: you get the idea.



Official Licensed Product of the 1992 Barcelona Olympic Summer Games.

Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or heat up to three friends. Hey, you got to be tough. The world is your stage in this one.



Available for Sega® Genesis™ and Game Gear™

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U.S. GOLD

CIRCLE #168 ON READER SERVICE CARD

ELECTRONIC GAMING MONTHLY

NINTENDO

Megaman 3

Action Capcom



Adventure Island 2

Action Hudson

Bomberman 2

Action Hudson

Cartoon Workshop

Education Konami



Pugsley's Scavenger Hunt

Action Ocean

Cool World

Action Ocean

Leathal Weapon 3

Action Ocean

The Jetsons

Action Taito

Great Waldo Search

Puzzle THQ

Caesar's Palace

Simulation Virgin

Overlord

Action Virgin

SUPERNES

Universal Soldier

Action Accolade

Spellcraft

RPG Asciiware

Spindizzy Worlds

Puzzle Asciiware

Bazooka Blitzkrieg

Shooter Bandai

Magical Quest

Action Capcom



Super Ninja Boy

Action Culture Brain

Dragon's Lair

Action Data East



California Games 2

Sports DTMV

Sim Earth

Simulation FCI

Narley's Mamongous Adv

Action Hi-Tech

Hunt for Red October

Action Hi-Tech

Aerobis

Simulation Koei

Uncharted Waters

RPG Koei

Championship Bowling

Sports Mentrix

Cool World

Action Ocean



Radio Flyer

Action Ocean

Masyu

Action Sega

Superman

Action Sunsoft

Race Drivin'

Sports THQ

GENESIS

Amazing Tennis

Sports Absolute

Terminator 2: Arcade

Shooter Avans



George Foreman vs KO Boxing

Sports Flying Edge

PGA Tour 2

Sports Electronic Arts

Role to the Rescue

Action Electronic Arts

American Gladiators

Sports Gametek

Jeopardy

Family Fun Gametek

Pigskin Football

Sports Razorsoft



Chakan

Action Sega

Ecco (Dolphin)

Action Sega

Lightening Strike

Shooter Sega

Streets of Rage 2

Action Sega



Batman: Revenge of the Joker

Action Sunsoft

Hit the Ice

Sports Taito

Andre Agassi Tennis

Sports Technigik

PRESENTS THE GAMES OF JANUARY 1993... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and
is current as of November 20, 1992.

Sorcerer's Kingdom
RPG Treco

Muhammad Ali Doodie
Sports Virgin

Jaguar XJ 220 Redey - CD Rom
Sports JVC



Monkey Island - CD Rom
Adventure JVC

TURBO GRAFX

Buster Brothers
Action Hudson/TTI



Camp California
Action TTI

GAMEBOY

Batman meets Robin the Man
Action Acclaim

Sterhawk
Action Accolade

The Little Mermaid
Action Capcom

Megaman 3
Action Capcom



Star Wars
Action Capcom



Ninja Boy
Action Culture Brain

Tumble Pop
Puzzle Data East

Black Bass Lure Fishing
Sports Hot B

Adventure Island 2
Action Hudson



Bank's Adventure
Action Hudson



Crash Dummies
Action LJN

Pugsley's Scavenger Hunt
Action Ocean

Cool World
Action Ocean

Leathal Weapon 3
Action Ocean

The Flintstones
Action Taito

Megallit
Puzzle Tetsura

Spot's Cool Adventure
Action Virgin



Saper Off Road
Sports Virgin

NEOGEO

Sen Go Ka Z
Action SNK Home Ent.



GAME GEAR

Shinobi 2
Action Sega



LYNX

Dinolympics
Sports Atari

Draconia
Adventure Atari



Joust
Action Shaddonssoft

Pit Fighter
Action Atari



Switchblade 2
Action Atari





AND NOW FOR THE LATEST ADVENTURES OF

MICK & MACK AS THE

GLOBAL GLADIATORS™

GENESIS

SLIME WORLD

"THE SLUDGE LOOKS LIKE IT'S UP TO US TO DEAL WITH THOSE OVERGROWN SLUGS & POZE GHOZ! AWAY GOZ! AWAY!"

"YEAH, WELL, IF WE CAN'T STOP THESE GLADIATORS FROM ASSEMBLING THAT SLIME MACHINE IN TIME, THE WHOLE EARTH'S GOING TO BE A TOTAL SLURPAGE!"

"MY CREATION IS ALMOST COMPLETE WITH THIS MACHINE. NOT EVEN THE GLOBAL GLADIATORS CAN STOP ME FROM SLURPING THE ENTIRE WORLD!"

"THERE IT IS, PUZE!"

"WATCH OUT!"

"GLADIATORS UNITE!"

"GET IT!"

"AWWNA PUZE, THAT BOD A LITTLE 'OOZ GLOZE!"

"UH-OH!"

YEAH!

AAAAH!

OUCH!

TO BE CONTINUED

2000
GENESIS

MONSTER BASH SLIME SLASH THRASH TRASH!

SEE MICK AND MACK SPRING, DIVE
AND SWIM THROUGH OVER 150
DIVERSE BACKGROUNDS AND ANIMATIONS
WITH 7 LEVELS, 10 TIMES MORE THAN
ANY YOU'VE EVER SEEN BEFORE. ADD MIKE
AND MACK, HI-TECH GOO-SHO, 35 K
AND YOU'VE GOT A GLOBAL PASTOR
READY TO TAKE ON THE WORLD!

EYE-POPPING BACKGROUNDS, SOUND GRAPHICS
AND SCENERY LIKE NEVER BEFORE.
TURN UP YOUR GENESIS™.

AWESOME MUSIC AND SOUND EFFECTS
GUARANTEED TO MAKE YOUR PARENTS
SHOUT "TURN THAT DOWN!"

THE LIFE OF A MONSTER
MUSICIAN REVEALS
HIMSELF IN A HILARIOUS
MUSICAL ADVENTURE
BUT DON'T LET
THEY CONVINCE YOU
THEY'RE ANYTHING
LESS THAN
AMAZINGLY
FUN AND
AWESOME!

BECAUSE THE WORLD IS
YOUR SLIME SLASH
AND YOU'VE GOT TO
KEEP THE DEEP SLASH
FROM GETTING TOO
MUCH ON YOUR GENESIS™.

IF YOU WANT TO
HAVE A GOOD TIME
WITH YOUR GENESIS™
AND YOUR FRIENDS,
THIS IS THE GAME
FOR YOU. IT'S A
CHALLENGING AND
FUN ADVENTURE
WITH A GREAT
MUSIC AND SOUND
EFFECTS TRACK.

IF YOU WANT TO
HAVE A GOOD TIME
WITH YOUR GENESIS™
AND YOUR FRIENDS,
THIS IS THE GAME
FOR YOU. IT'S A
CHALLENGING AND
FUN ADVENTURE
WITH A GREAT
MUSIC AND SOUND
EFFECTS TRACK.

"EXCELLENT GAME CLEARLY
OFFERED THE MOST
COMPLETIVE
EXPERIENCE IN THE
GENESIS™ GAME
CATEGORICAL
FOR THE YEAR
2000. IT'S A
MUST-HAVE
FOR ALL GENESIS™
OWNERS."
-MUSA REY



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CIRCLE #115 ON READER SERVICE CARD

EGM'S TOP TENS



NINTENDO

1	3 MONTHS	-	TECMO: TECMO SUPER BOWL
2	1 MONTH	Δ	ENIX: DRAGON BARRIAGE 4
3	4 MONTHS	Δ	NINTENDO: SUPER MARIO BROS. 3
4	4 MONTHS	Δ	NINTENDO: TETRIS
5	4 MONTHS	Δ	KONAMI: TMNT: THE MOVIE/TEN PROJECT
6	2 MONTHS	Δ	NINTENDO: SUPER MARIO BROS. 3
7	1 MONTH	Δ	HOT B: BLACK TRISS FISHING
8	2 MONTHS	∇	PRINER BROS: MONOPOLY
9	1 MONTH	Δ	ACCLAIM: PEWEE'S GRAND PRIX CHALLENGE
10	1 MONTH	Δ	LJN: WWF WRESTLEMANIA STEEL CAGE



SUPER NES

1	1 MONTH	Δ	EA: JOHN MCGEE FOOTBALL '93
2	4 MONTHS	∇	CAPCOM: STREET FIGHTER 2
3	3 MONTHS	-	NINTENDO: MARIO PAINT
4	2 MONTHS	∇	NINTENDO: SUPER MARIO KART
5	2 MONTHS	∇	NINTENDO: NCAA BASKETBALL
6	1 MONTHS	Δ	SQUARE SOFT: MYSTIC QUEST
7	2 MONTHS	∇	ENIX: SOUL BLAZER
8	1 MONTH	Δ	HMCO: WINGS 2
9	1 MONTH	Δ	SONY IMAGE/STOCK
10	1 MONTH	Δ	ABSOLUTE: AMAZING TENNIS



GENESIS

1	1 MONTH	Δ	EA: JOHN MCGEE FOOTBALL '93
2	2 MONTHS	-	SEGA: NFL SPORTS TALK FOOTBALL
3	2 MONTHS	∇	EA: NHLPA HOCKEY '93
4	1 MONTH	Δ	SEGA CD: NIGHT TRIP
5	1 MONTHS	Δ	SEGA CD: CODER COMMAND
6	4 MONTHS	∇	SEGA: EVANGEL HOLYFIELD BOXING
7	4 MONTHS	∇	SEGA: TIZEMAN
8	1 MONTH	Δ	SIGNET(SEGA CD): BLACK HOLE RAMPART
9	1 MONTH	Δ	EA: BULLS VS. LAKERS
10	2 MONTHS	∇	SEGA: GUNGEONS AND DRAGONS



TURBO DUO

1	1 MONTH	Δ	TTI: AIR ZONK
2	1 MONTH	Δ	WORKING DESIGNS: SKILL
3	2 MONTHS	∇	TTI: ORDER OF THE GRIFFON
4	2 MONTHS	Δ	TTI: VIGILANTE
5	1 MONTH	Δ	TTI (CD): DRAGON SLAYER
6	2 MONTH	∇	WORKING DESIGNS(CD): COSMIC PANTRY 2
7	2 MONTHS	∇	TTI: PALCOIN
8	1 MONTH	Δ	TTI(CD): LOON
9	1 MONTH	Δ	TTI: POWER GOLF
10	1 MONTHS	Δ	TTI(CD): SHAPE SHIFTER



GAMEBOY

1	1 MONTH	Δ	NINTENDO: SUPER MARIO LAND 2
2	3 MONTHS	∇	NINTENDO: KING'S DIEM LAND
3	4 MONTHS	Δ	NINTENDO: YOSHI
4	4 MONTHS	∇	NINTENDO: SUPER MARIO LAND
5	1 MONTH	Δ	ACCLAIM: THE SIMPSONS 2
6	1 MONTH	Δ	NINTENDO: PLAY ACTION FOOTBALL
7	1 MONTH	Δ	TRIGEMIST: SUPER OFF JIDD
8	1 MONTH	Δ	SUNSOFT: LOONEY TUNES
9	1 MONTH	Δ	THQ: HOME PLANE 2
10	1 MONTH	Δ	HI TECH EXPRESSIONS: BUBBLE



LYNX

1	2 MONTHS	-	NFL FOOTBALL
2	1 MONTH	Δ	FOOTBALL SOCCER
3	2 MONTHS	Δ	SHADOW OF THE BEAST
4	2 MONTHS	∇	BASEBALL HEROES
5	2 MONTHS	-	STEEL TITANS
6	4 MONTHS	Δ	BRYAN RETURN
7	4 MONTHS	Δ	GRUNTLET
8	1 MONTH	Δ	SWITCHBLADE 2
9	1 MONTH	Δ	MARBARDS
10	1 MONTH	∇	PINGPALL JUNG

Babbage's
America's Software Headquarters

The information above is provided by Babbage's and is current as of November 16, 1992.

"Make Your Own"

If you think you have what it takes to edit, mix and create your own explosive, high-impact, **incredibly cool**, absolutely new music videos for mega rap act Kris Kross and global super group C+C Music Factory . . .



... What are you waiting for?

Just slip one of our revolutionary new music video game discs into your

Sega CD. **Strap yourself in.**



And get ready to

endure a massive rush of intense CD sound, digitized live-action video and

face-to-face



interaction with real artists or a celebrity

veejay. All you need to play these head bangin' games is awesome talent and

lightning fast reflexes. You control it all as you **select, edit, slice and dice.** You're working with hundreds of clips

from real music videos, movies and never-before-seen video footage - all in synch with dizzying special effects and the hottest, freshest music ever. Wrap it up...

and get your grade, straight from the



veejay or artists



themselves. Kris Kross

and C+C Music Factory music video games from Sony Imagesoft.



MAKE • MY • VIDEO™

It's a whole new game.

CIRCLE #120 ON READER SERVICE CARD



SONY



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TOP TEN COOLEST VIDEO GAME HEROES

When your video game world is in desperate need of a hero, who do you think of. By far, Mario has rescued more princesses, saved more lands, and defeated more bosses than any other character in videogame. Sonic came in a close second, and the new cat on the block Bubby, took third.



MARIO

Unless you've been in a 10-year coma, you know this dude.



SONIC

A ballista blue rodent with an attitude is on his way to the top.



SUBSY

The coolest cat to ever hit the video game scene.



TAILS

This sly fox wins you over with cute antics and amazing speed.



RYU

Best all-around street fighter in the world. Do you agree?



MEGAMAN

This havoc-cybing staler in more sequels than Freddy Krueger.



SIMON

Master of the whip and fighting that guy with bad teeth.



BONK

This prehistorical dude is great at using his head.



ZITZ

Tougher than any turtle plus a ton of special moves.



BIONIC COMMANDO

Super Joe is finally making his way back in the gaming scene.

JAPAN'S TOP TENS

Japanese gamers really haven't changed their favorite games too much since last month. Dragon Quest 5 still remains the most popular title on the market, with Super Mario Cart and Street Fighter 2 close behind. Believe it or not Super Mario World is really more of a low score. It's only impressive for a two year old cart!

SE Super Famicom FC-Famicom 3-1/1. CD-Compaq MD Mega Drive PC-PC Engine RCD-Super CD
 All Japan 16 Bit Ten has expanded to 13.75 Kilocom of Nucleon (Sector 16) - ASU Corporation



DRAGON QUEST 5, SF

Great graphics and super dual-leaping role playing from Enix.



SUPER MARIO KART, SF

Nintendo's zesty 2 player action makes this the racing cart to get.



STREET FIGHTER 2, SF

More techniques, more combos, and more fun from Capcom.



SUPER MARIO U.S.A., FC

Why not play Dream Factory (relead)? Or well, it's just Mario 2.



BEST PLAY PRO BASEBALL, FC

This new baseball cart from Asac looks promising. Why B-D?



SUPER MARIO WORLD, SF

With 90 levels to go through, Mario still wins the masses over.



SUPER DOUBLE DRAGON, SF

Classic gang warfare action with 16-bit style from Tradwest.



KIRBY'S DREAMLAND, CB

A new hero comes to the GB with Mario style action from the big N.



BIG BATTLE STRATEGY, FC

Feel the need to conquer? Try this complicated war sim from Asac.



RING THE FROG'S BELL, CB

A strange, yet interesting RPG with action scenes from Nintendo.

Please Note: The Editors' Picks represent EGM's Favorite Games and NOT All Titles May Be Available When You Read This. Prototypes Are In Red.

EDITORS'

EGM's Favorite Games!



Capcom's Mickey's Magical Quest



#1 1 MONTH

It looks like Mickey is going to be some serious competition for Bubby! This new cart from Capcom is absolutely incredible! The graphics are very cartoon-like and the attention to detail is evident. Superb game play also makes this a cart to look out for. Best of all, the game is almost finished and ready for release! Joy!

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
BUBSY / SUPER NES	2	2	∇
JOHN MADDEN '93 / SUPER NES	3	3	•
SUPER STAR WARS / SUPER NES	4	4	∇
STREET FIGHTER 2 / SUPER NES	5	4	•
SONIC THE HEDGEHOG 2 / GENESIS	6	3	Δ
ECCO (DOLPHIN) / GENESIS	7	1	Δ
ROAD RASH 2 / GENESIS	8	1	Δ
VIEWPOINT / NEO-GEO	9	1	Δ
VIKINGS / SUPER NES	10	1	Δ

The EGM Editors' Top Ten is Based on the Personal Preferences of the Review Crew and is Not Based on Any Type of Babbage's Sales Info

EGM'S TOP TENS

REGISTER YOUR

VOTE

WITH

**ELECTRONIC
GAMING
= MONTHLY**

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- | | | |
|-------------------------------|------------------------------------|----------------------------------|
| 1. SNES / CONTRA 3 | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. TURBODUO / GATE OF THUNDER |
| 2. SNES / AXELAY | 18. GENESIS / JOHN MADDOEN '92 | 34. TURBODUO / BONK'S REVENGE |
| 3. SNES / TURTLES 4 | 19. GENESIS / NHLPA HOCKEY '93 | 35. TURBODUO / NEW ADV. ISLAND |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / TAZMANIA | 36. NEO GEO / WORLD HEROES |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / TEAM USA BASKETBALL | 37. NEO GEO / VIEWPOINT |
| 6. SNES / SPACE MEGAFORCE | 22. GENESIS / ALIEN 3 | 38. NES / SUPER TECMO BOWL |
| 7. SNES / OUT OF THIS WORLD | 23. GENESIS / DESERT STRIKE | 39. NES / TURTLES 3 |
| 8. SNES / NCAA BASKETBALL | 24. GENESIS / BULLS VS. BLAZERS | 40. NES / SUPER MARIO 3 |
| 9. SNES / ZELDA 3 | 25. GENESIS / ROAD RASH 2 | 41. NES / YOSHI |
| 10. SNES / SUPER MARIO CART | 26. GENESIS / TERMINATOR | 42. NES / MEGAMAN 5 |
| 11. SNES / MARIO PAINT | 27. GENESIS / STREETS OF RAGE 2 | 43. GAMEBOY / SUPER MARIO LAND 2 |
| 12. SNES / SUPERSCOPE 6 | 28. GENESIS / SHINOBI 3 | 44. GAMEBOY / METROID 2 |
| 13. SNES / DEATH VALLEY RALLY | 29. SEGA CD / NIGHT TRAP | 45. GAMEBOY / MEGAMAN 2 |
| 14. SNES / BART'S NIGHTMARE | 30. SEGA CD / SEWER SHARK | 46. GAMEBOY / DR. MARIO |
| 15. SNES / BUBSY | 31. SEGA CD / WONDERDOG | 47. LYNX / NFL FOOTBALL |
| 16. SNES / CYBERNATOR | 32. SEGA CD / MONTANA FOOTBALL CD | 48. LYNX / SHADOW OF THE BEAST |

Top Ten nominations change each month with all-new favorites! These nominations are good through January 15, 1992.



CHUCK YOUR SU



He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen.

In this rockin' new 16-bit adventure for your Super NES,



ROCKS PER NES!

you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty

strange characters, like the wild and wooly mammoth, one mean triceratops and a saber-toothed tiger. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.



THE OFFICIAL VIDEO
GAME OF
Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SONY



IMAGED BY C.E.

GAMING GOSSIP

...EA's 3DO Project Gets New Name...Atari Jaguar Specs Revealed to Programmers...New Sega CD Softs...
...World Heroes For SNES and Genesis...Tecmo Delays Genesis Super Bowl...New "Alien" Madden Game...

Welcome once again to the Quartermann show, that special place with the super scoops that only a guru of gossip could deliver! There may be imitators, there may be critics, but the Quarter-freaks know that it's the only place in the world that you'll read about toasted ho-ho's. We've got some great goodies for you this month Q-pals, including the first info from a flurry of developer conferences. Yours truly was behind the scenes to capture reaction to the unveiling of the Opera, Jaguar and Sega CD, including the first news on some hot CD titles just over the horizon.

First on the Q-Mann's agenda was a trip to the 3DO party. The mystery behind the EA-Matsushita-Warner was lifted, at least partially, to give potential programmers a chance to see what this 32-Bit super system is all about. Befitting up to the table with a RISC processor and multi-media interface, the 3DO machine has also been given the working name of "Opera." While the Q-Mann doubts that the system will end up with that name, the individual roles of each of the machine's investors has become clear. While EA creates the software (largely tapping into their own vid game library), Matsushita's various brand names will simultaneously introduce the 3DO technology in several formats. The wizards behind the marketing of this mega-machine hope that sweeping compatibility will create the new "standard" for CD technology. It's a good plan, but some boflo softs will be needed to score big consumer points since the hardware will hit the shelves in the \$500+ range. And rumor has it that additional features, such as full-motion video, will only be accessible through a separate peripheral attachment costing more dough!

Atan, deadly silent since the recent software shake-up, appears to be heading in the right direction for a launch, even if their dual 32-Bit RISC system doesn't quite have the muscle to take advantage of the coolest functions. Tramiel and Co. launched their unit to developers cross-continent, with software houses in both the U.S. and England considering support. Destined to display some hard-hitting visuals, let's hope the marketing masters don't toss a mojo on the machine by slapping on a high price.

Finally, on the developers front, Sega formally brought programmers one-on-one with their new upgrade, the Sega CD. Although the big 'S' only showcased existing softs, a number of products were announced. While some developers were disappointed by the system, strong sales are working to make this CD format the one to beat. Regardless, expect Sega to dish out a steady stream of 'A' titles, including Power Drift (one of the first games to take advantage of the Mode 7-type effects offered-up by the Sega CD), Virtua Racing (don't bet on it before the end of '93) and a line of educational software featuring Sega superstars.

The Sega curse continues to haunt sports stars around the world! Its most recent victim, Evander Holyfield, joined the prestigious ranks of Tommy Lasorda, Buster Douglas, Pat Riley and Joe Montana (just to name a few) who have either lost, gone downhill, been injured or quit shortly after signing with the boys in Redwood. Could this be the beginning of a new betting system? Look for the SNK super smash punch-out, World Heroes, to migrate over to both the Sega and Nintendo systems soon. Electronic Arts is prepping a new breed of sports game! Blood and Guts Football introduces aliens and monsters in an all-out brawl that uses the game engine from the zippy Madden games. Look for a big announcement soon from Marvel Comics. Gaijars, Gaijars, Gaijars. Due to an unforeseen delay, the folks at Tecmo have postponed the Genesis version of Tecmo Super Bowl until the beginning of the 1993 football season. You can bet that it will be even better by then. What a landmark event! The first Q-Mann column that doesn't mention Street Fighter 2! Rest easy Capcom, your secrets are safe with me. It's time to close things up on the Quartermann show, kiddies, but I'll be back next month with another bag full of gaming goodies! Get set for a special announcement in next month's issue! Until then, trust yourself and avoid Sid marks.

- QUARTERMANN

I'M MARTHA SPLATTERHEAD...
RENEGADE CYBORG AND FAB-
ULOUS BABE.



"I BAILED ON THE MILITARY AND HAVE COME
TO TAKE OVER ALL THE GANGS IN NEW YORK CITY!"



NOT EVEN MY OLD
BUDDIES THE
COMBATRIBES CAN
STOP ME NOW!



DON'T COUNT ON IT,
SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART
OF THE UNIT, DOESN'T MEAN BULLOWA,
BLTZ AND I WILL SHOW MERCY ON YOU
AND YOUR BOOT-
LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T
HIT A LADY, WOULD YOU?



CYBORGS AIN'T
LADIES!!



Play as Berzerker, the only
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EGM EXPRESS

SONY SHELVES CD, DUMPS NINTENDO

In an article published on November 19, 1992 in the Nihon Keizai Shinbun, a leading Japanese business newspaper, Sony of Japan has decided to indefinitely postpone launching its own all-in-one video game system/CD-ROM console. This system, previously known as the Play Station, was to be completely compatible with the 32-Bit Super NES CD-ROM peripheral that Nintendo is working on. The two companies, just last month, had agreed to cooperatively market this Play Station jointly but, disagreement between Sony and Nintendo as to what direction the new system was to take led to the break-up. Sony envisioned their Play Station



Disagreements between Sony and Nintendo have forced Sony to shelve their Play Station.

would be a whole new game console with the very latest in chip and CD technology built in. Nintendo, on the other hand, only wanted its CD-ROM peripheral to be an extension of its Super Nintendo game system.

The Sony/Nintendo cooperative project began back in January 1990. Sony was to develop a Super NES and CD-ROM peripheral, combined in one shell. Nintendo was to provide the technical support and also market the Super NES system and CD-ROM as separate components.

Later in 1991 Nintendo teamed up with Phillips as the Big N thought that the new CD-I (Compact Disc Interactive) format which Phillips was marketing was to be the wave of the



Nintendo plans to continue work on their CD-ROM with or without Sony's cooperation.

ATARI PRICES JAGUAR AT \$99

Atari's long lost 64-Bit video game system - Jaguar is coming out of hibernation and getting ready to roar. At least to the point where officials at the company are starting to talk about the system.

The Jaguar is currently scheduled to be in the stores sometime during the Summer of 1993. It will contain a 64-Bit RISC-based processor along with new custom graphics chips that will allow for hardware scaling and rotation. Special attention is being placed on the music end, and additional chips will be in the system to allow for spectacular stereo tunes. Unlike many of the other newer systems that will be CD based, the Jaguar will be a cartridge machine. The games will have more memory

than the current crop of 12 and 16 meg Super NES softs but they won't be as huge as the Neo-Geo carts.

Best of all, Atari is shooting for a \$99 retail price but officials were quick to admit that after all is said and done the Jaguar could end up as high as \$150.

The first wave of Jaguar carts will include a sports game, a shooter, a flight simulator and a puzzle game. Two new titles will come out every month after the systems launch.

In order to hit the \$99 goal, the Jaguar will probably be packaged without a game, but Atari plans to offer a keyboard and a modem as optional peripherals. Atari hopes to show the Jaguar at the January Consumer Electronics Show,

future.

Last month, Nintendo renewed their interest with Sony and announced that the Play Station was back on.

Now, according to Sony, while last month's agreement with Nintendo will continue in force, Sony wants to relook at the whole video game/CD industry. They could adopt Nintendo's and/or Sega's CD format to their future work or it's possible that Sony may decide to go out and develop a CD-ROM player to its own standards.

Sony has already committed to software development for the Sega CD as they have Sewar Shark, Hook, Chuck Rock and Make Your Own Music Video with Kris Kross in the stores now.

(CONTINUED ON PAGE 58)

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SEGA TO DEBUT NEW PERIPHERALS AT CES!

Officials at Sega have told EGM that the company will introduce several new Genesis and Mega CD peripherals and accessories at the Las Vegas Winter Consumer Electronics Show this January.

At the top of the list would be a new six button controller which they state will significantly improve game play and offer more options to the players. The first controller to utilize this six button configuration will be a modified version of their standard stick. This controller will have two rows of three buttons each and it will still maintain the same nine pin plug that is found on all of the Genesis and Sega CD systems. This means that this stick will be fully compatible with all older Genesis systems! While officials would neither confirm nor deny that this controller was being specifically made for an upcoming release of Street Fighter 2 on Sega CD, the coincidental appearance of the new six button controller would tend to open the door for a "game" that requires six buttons.

Also in the works is a new mouse peripheral for the Genesis and Sega CD. With Nintendo's mouse selling very well, Sega has announced that they will bring out their version early next year. While the exact shape and button layout still has to be finalized, Sega wants



Sega's newest peripheral is their 6 button controller! Now, with the controller a reality, could Street Fighter 2 be too far behind?

their mouse to fit comfortably in the palm of your hand and they are spending a considerable amount of time to get the shape perfect. Although the mouse will work with games designed for both the Genesis and Sega CD, the heaviest use is envisioned to be with the new point-and-click software such as the "Make Your Own Music Video" discs coming from Sony and Sega.

Another peripheral that is already out in Japan for Sega's Mega CD is a karaoke interface. Although Sega's pricey all-in-one CD-ROM and game system - the Wondermega has this feature already built in, most Japanese players originally opted for the basic Mega CD peripheral and now they have the ability to add the karaoke interface. Karaoke, while starting to catch on slowly in America, currently just doesn't have the following that it has in Japan, and Sega of America is going to maintain a wait-and-see attitude about this device. Should

karaoke suddenly become the next national pastime, officials at Sega state that this device would then be brought out for the U.S. market.

Finally Tengen of Japan has recently demonstrated a working prototype of a four player adapter for the Mega Drive. Along with this new peripheral, Tengen was demonstrating a new version of the arcade classic

Street Fighter. This new cart is the first Sega game which will allow for four player simultaneous action. Tengen currently plans to test market the peripheral and game in Japan and if there is sufficient demand for it, additional four player



Tengen will bring out a four player adapter along with a new version of Gauntlet!

games will be produced. Sega of America is likewise monitoring the sales of the multi-player adapter. Although, with the new five player adapter coming out from Hudson Soft (with the game Bomberman '93) for the Super Nintendo early this Spring, it is highly probable that Sega will need to follow suit with their own version of a multi-player peripheral shortly thereafter.



The shape of the mouse isn't finalized yet, but it is scheduled to debut in early 1993!



If karaoke catches on, Sega will be ready with an add-on device for their Sega CD.





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BUDDY AT 172 WHEN
I GOT SOMETHING
IN MY EYE"



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—ROAD RASH II

LEADING EDGE

STREET FIGHTER II Turbo Championship Edition

If you read last month's EGM, you'll no doubt remember our story about Capcom's new Turbo ROM Upgrade Kit for the Street Fighter II Championship Edition. You'll also remember our promise to keep all of you game mavins up to date about this hot news item. As promised, here's more juicy morsels about Street Fighter II to keep you all licking your collective chops.

As we reported last month, this upgrade kit for existing Street Fighter II Champion Edition cabinets will not only boost the performance of the street fighters, but it will enable the characters to do a bunch of new moves as well! The Capcom programmers have actually made it impossible for one character to be

inherently better than another!



As far as new moves go, there are a few brand new attacks; but most of the Turbo's fun comes from existing attacks that are merely enhanced. For example, moves such as Ken and Ryu's Hurricane Kick, Chun Li's Cyclone Kick and Blanka's Roll are now more dangerous! This is due to the fact that they will be done much higher in the air. The result of this simple addition to the game means that new strategies will have



Check out Blanka's new High Roll Attack! He will now be less vulnerable to attacks.



Ryu's Hurricane Kick is now a lot higher off the ground. Chun Li's fireball can't touch him!

• HOW IT RATES •

With its enhanced game play, new moves and improved animation, Capcom's Street Fighter II Turbo Championship Edition is tops in our book!

The best thing about this game, though, is the simple fact that many new strategies must now be learned and used because of the new goodies thrown in by Capcom.

All of this aside, SF II Turbo CE is a great game! So why not a "10"? Well, since Turbo is just an upgrade and not a brand new game, we couldn't see giving it a "10" (although we'd like to!)

Overall:

9

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TURBO CHAMPION EDITION

STREET FIGHTER II

HYPERTACTIC FIGHTING

CAPCOM

to be worked out by both the offensive and the defensive players! In a way, players will now have to relearn much of the game!

The Turbo is now in trial production and will be gradually increased if it is as successful as anticipated. Supposedly, the upgrade kit will increase the speed of the game by a whopping 20%! In layman's terms, this means that the game is **FAST**. How fast? Well, how does almost zero time lag in between moves sound?

Here is a list of some of the new angles that the Turbo's characters will have. Ken and Ryu will have a head bash as well as a simplified Dragon Punch. Shoryuken has never been so easy! Chun Li now has the ability to



throw a Dhalsim-like fireball. Supposedly Guile will have a head butt.

Rumor has it that he will be able to throw a Sonic Boom in mid air! Dhalsim can teleport to another side

of the screen in the blink of an eye! Sounds tasty, huh?



The game has been accelerated by about 20%! This means faster *everything!*

With a constant stream of news coming in from all over the world about this latest gaming sensation, you can be sure that we will try to keep you up to date on this one! Maybe, given time, the good folks over at Capcom will give us SF III. Until then, keep your eyes peeled for Street Fighter II Turbo Championship Edition. Shoryuken!



New moves mean new strategies and new techniques for gamers to learn!



Here it is, folks! The Street Fighter II Turbo Championship Edition!

The Mystery of the Disappearing Dhalsim



According to rumor, Dhalsim will now have the ability to disappear and then reappear at a different location! This will make him a much more formidable adversary.



The characters will be able to more effectively block attacks like fireballs.



And what about Guile? What new tricks does he have in store for us now?

All-New Animated Sequences!



Many of the animated sequences have been revamped and improved. In this sequence, Ryu is seen getting up from a knockdown in a very unusual way.

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!



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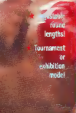


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R-TYPE LEO



With intense graphics like these, R-Type Leo will turn your hair white!

Attention all shooter gurus! Guess what? Irem has listened to our tortured cries and has given us R-Type Leo! That's right, a sequel to the mega-popular arcade favorite R-Type! Rest assured, you will **not** be disappointed!

There have been some significant changes to the old R-Type. First of all, you are now given the option to play two players simultaneously!

This will allow you to have (prepare yourself for a bad pun...) twice the fun!

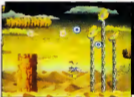
Second, the graphics, sounds, game play and overall feel of the game is second to none! As a matter of fact, the graphics are so highly detailed that it's almost eerie!

The bosses are enormous and the power-ups are

fantastic! If you get a chance to play one new shooter this year, make sure it is R-Type Leo by Irem! You won't be let down!



Strange worlds await you in this sequel to one of the most popular shooters ever!



These weird "things" (for lack of a better term) will shoot at you without warning.



This boss will vaporize you instantly if you're not careful! Thank your lucky stars that two players can play simultaneously!

DESTRUCTION OF HEAVEN AND EARTH 2

Capcom's latest action game is Destruction of Heaven and Earth 2 and it's a period game where you must embark on an epic adventure!

Choose from five different characters

each with special abilities. At the end of each round, you will come face-to-face with some of the toughest bosses you will ever meet! Heck, you even get to ride around on horses and fight other mounted riders!

For a trip through history try Destruction of Heaven and Earth 2 by Capcom!



Summon forth some fire magic to help you toast your ancient enemies!



Take on some very rough bosses who won't stop until you are vanquished!

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CIRCLE #198 ON READER SERVICE CARD.

THE GAME DOCTOR

Stalking the Wild Qs!

Welcome to the Doctor's waiting room; first question?

Q: Your column is great. I'm one of those "old timers" who think the kids of today are too damned spoiled; remember when games were supposed to be fun? Anyway, I have a few questions for you.

A friend and I were chatting about an old arcade game and we want to pick your brain: was there a game called **UFO** that you sat in and revolved 360 degrees? I say there was, but my friend says I'm nuts. Also, what was the name of the game where the player drove an orange car through mazes while being chased by missile-firing enemies? Finally, what are Sega and Nintendo et al going to do when HDTV comes out?

**Greg Wilcox
Broax, NY**

A: I vividly recall a game called **UFO** and it did involve a spaceship with a shield that rotated 360

degrees, but it was not an arcade game. It was a home video game from Magnavox for its Odyssey 2 system. I'd love to hear from anyone who can recall this game in coin-op form, but I think you've got it mixed up, Greg. The game with the maze, the orange cars and the missiles was probably **Dodge 'Em** from Atari for its 2600.

We discussed the subject of High Definition TV (HDTV) in last issue's column, so check it out for a more detailed response. Briefly, however, there is a strong feeling that HDTV may never actually reach North America simply because it would require Congress to sanction a new standardized broadcast system and everything from existing TV shows to video game systems would all go out the window. Instead, most experts believe that innovations such as the 16:9 aspect ratio sets and digital TV will enhance the current display while maintaining compatibility.

LETTER • OF • THE • MONTH

Q: Are there any plans for the development of a peripheral that would enable Super NES owners to play two-player games simultaneously but at different locations?

I sure hope so!

**Dwayne A. Brown
New York, NY**

A: While Nintendo cannot confirm plans for a Super NES modem, a new company - Batan Technologies plans to bring out a "universal" modem that will allow NES, Genesis or Super NES players to compete against each other. Stay tuned to EGM for more info.

Q: One day I was going through the old games for my "ancient" Apple IIe. I found the game **One-on-One with Julius Erving and Larry Bird**. It still has the original box, disk and instructional manual. I was wondering: is this worth any money or is it just a relic?

Also I was wondering, with Sierra joining up with Sega to produce software for the Sega CD, will Sega (or some other company) produce its own version of a mouse?

**Danny Aillon
Wichita, KS**

A: Although I receive many letters here at the office from readers seeking out old computer and video games, so far there is no real "collector" cache attached to electronic games. Because of the fast moving nature of the hobby, old software tends to get discarded, which is good from a collecting standpoint, but we're still probably a decade or two from the point where people will pay big bucks to get working versions of antique software.

In any case, software-based entertainment has rarely been popular among collectors. Old 78 records, 8-tracks and other remnants of discarded technologies can be purchased for pennies. Even those very early Thomas Edison sound tubes can still be pur chased at relatively reasonable prices.

As for the question of a mouse being added to the Sega controller lineup, indeed Sega is working on such a device (see page 58) and could have it in the stores this spring.



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CIRCLE #143 ON READER SERVICE CARD



Be CD-ing You!

Q: Ever since I've read your column in EGM I have been hooked. You've published many questions I have had myself. Here is my question: I want to know if the 32 Bit Super Nintendo CD-ROM would join to the existing 16-Bit Super NES like the Sega CD or would the 32-bit CD be like the Turbo Duo, a separate system?

David Lindo
New York, NY

A: According to an earlier announcement, Nintendo planned to release a 32-Bit upgrade and CD-ROM peripheral in time for Christmas '93. This would interface with the existing Super NES. A subsequent report revealed plans for a SONY-made CD-ROM Super NES combo system. Since that announcement, Sony has said its unit is temporarily being put on hold.

The entire situation concerning Super NES-compatible CD-ROM is completely uncertain now. Sony and Nintendo do have an agreement, but it is unknown if any hardware created under terms of that agreement will be for the Super NES. Stay tuned!

Q: I've heard that the Super NES CD-ROM will be 32-Bit. How can the 16-Bit Super NES play CD games that are 32-Bit?

Chris Pepin
Escanaba, MI

A: When this comes out, the CD-ROM will contain its own 32-Bit CPU, which will either override the existing 16-Bit processor or work in conjunction with it. It's simply a matter of routing the central processing through the CD rather than the existing hardware.

Q: In the November issue, you told how CDs could play video games by having the data dumped into a buffer so there would be no searching and loading. My question is, can a cartridge be used as extra buffer space? I know you can help me with this one.

William Morris
Evansville, IN

A: Yes, the Turbo systems already use a similar process with the Turbo Chip. If it would be compatible with the Super NES hardware will be determined by Nintendo.

Q: I am a big fan of the *Phantasy Star* series, but I have noticed something rather interesting. I have the original game, **PSII** and **PSIII**. In *Phantasy Star*, up to five games can be saved at one time. In the sequel, that number drops down to four. In the third game of the series, only two games can be saved at one time. Why is Sega doing this, and what will they do when the player can only save one game at a time?

Jeffrey Adashek
Glendale, WI

A: Off the top of my head, Jeff, I'd guess that each subsequent game in the series required the system to "remember" more information, therefore taking up more space. Sega isn't doing it to drive you nuts, I promise you, but remember, as games become more complex, there are more spells, inventory items and other information which the program must keep track of in order to return your character to the correct situation and status. So, while you can't save as many games in progress as you might wish, you are getting better games to save.

Q: Does Atari have any plans for a TV tuner accessory such as the Game Gear and Turbo Express have?

Rob Bond
Kenora, Ont., Canada

A: At the moment Atari has no plans to produce a TV tuner to interface with the Lynx. Rob. Sorry!

Game Doctor Update...

On the news front, I'll be awarding Game Doc Prize Packets for outstanding envelope art as well as for excellent questions. This month's winner is Greg Wilcox of the Bronx. We'll be adding yet another category next month! The new contest is a "Draw the Doc" competition. What do YOU think I look like? We'll be awarding prizes for funny drawing, realistic rendering and,

especially, for complimentary caricatures. So get out those pens, pencils and CAD programs, because this may be the greatest gaming challenge you've ever faced!

Until next issue, therefore, when the Doctor will be back with more Question & Answer-oriented excitement, remember to send all questions, comments and corrections to the one and only:

The Game Doctor (EG)
330 S Decatur
Suite 152
Las Vegas, NV
89107

Until we meet again, video gamers keep your cartridges OUT of the water and keep watching the skies. Aloha!

RELAX PRETEND IT'S A GAME!

Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and try anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. Miss a turn and you're history. But make it all the way...and you're in Seler City, maxin' out to beaches, babes and awesome rayz! Sewer Shark for the Sega CD.

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SONY



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FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!



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You've got all four major hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5-mondo body-slammng levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.



Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.

But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



Konami Game Hint and Tip Line:
1-900-896-HINT(4468).

79¢ per minute charge. MT not available. Please call before calling. Touch tone phone required.

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INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Howdy-ho game fans! Terry Aki is back once again with the sharpest softs from around the globe! Don't look for these games in any other mags, 'cause the Aki-man has the scoops and the first pix on the best games on the international scene.

I spent the last month logging some big miles (can't wait to cash in for that free trip to Maui) for the hundreds of thousands of EGM readers out there in the audience! I started in the far east, made a pit stop at HQ in Chicago, then journeyed on into the sun, finally settling down on the other side of the puddle in England. The game biz is booming in the U.K., with a steady stream of softs from America finally hitting for both the Super NES and Sega Mega Drive (yoah, they use the Japanese name in Europe - guess they figure consumers are smart enough to distinguish between their game systems and computers.)



WORLD NET
INTERNATIONAL GAMES INFORMATION SERVICE

BANDAI OF JAPAN

ULTRASEVEN

SUPER FAMICOM

UKN. MEG

CARTRIDGE

Considering the success of Ultraman on the Super Famicom, the most logical thing to do is to come out with a sequel. Even though the name suggests that there have been plenty of sequels, this is not the case.

Ultraseven is the name of one of the several spawns of the Ultraman series. Here lies the same plot - helping the Earth by defending it from the relentless giant rubber monsters that do their hardest to stomp out Tokyo!

The game play is just like the original version, with all of the punches, kicks, and throws. However, much more has been improved: if you fight in the sunset, the whole playfield, including characters, will be of a red tint - along with other neat and fancy effects. Your laser



assortment consists of new weapons, like the removable blade from Seven's head! Be alert for this sure-fire beast buster!



Whoa! The alien Metron just gave Ultraseven a major boot to the head!



The glistening Eiking has plenty of electric shocks for our tinfoil hero.



Check out how the dawn backdrop casts a red glow over the scene.



SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.


INDIANA JONES and the LAST CRUSADE™



From the sands of Utah to the deserts of Arabia,
You're Indy on a quest for the Holy Grail.



The catacombs are a dangerous
place, skulls, bones, fiery
rats and the constant threat
of death.



Navigate the maze, fend off the enemies and
find the Cross of Lorraine!



Some Castle Ironworld, but
don't slip. It's a long and
dangerous fall you won't have
to talk about.



You don't have time to get the animals on
the Canon Train.



You're fast, but are you clever? Solve three
puzzles of the Great Temple or it's goodbye Jones!

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.



Available for Sega® Genesis® and Game Gear®

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U.S. GOLD

INTERNATIONAL NEWS

One of the most evident signals that the U.K. game players can't get enough of their systems was the overwhelming number of gaming magazines that filled the airport book store. Most of the dozens I saw were machine-specific, dishing out game news on whatever console found their favor (the Genesis, er, I mean the Mega Drive seemed



Cover shots of some of my favorite U.K. video game mags!

to be the leader of the bunch). None of the mags was as current as the U.S. crop, but since most of the games come out in the European market after we see them that was O.K. Most of the mags I read sounded like they were coming from the same die-hard game players that produce EGM, except the U.K. contributors cut to the chase by comparing a bad game with a bad experience like getting sick all over yourself in the backseat of a car...not exactly the most pleasant read I had on the plane back home!

Anyway, I've got all of the import news that's fit to read, so sit back and let me get the frequent flyer miles!

SUNSOFT OF JAPAN

ALBERT ODYSSEY

SUPER FAMICOM

10 MEG

CARTRIDGE

In the grand fantasy world of Albert Odyssey, there is a magical sword and its mystical story is told in this genuine RPG.

Seek ye sword, mighty warrior for its vision and power are untold! Plan your quest through eight mysterious lands filled with puzzling towns. However, not all townspeople are willing to help because their lives may be at stake from an outside source!

The combat scenes are truly a beautiful sight to behold! Your characters and the enemies are rendered with incredible detail and animation. Utilize wizard spells and broad swords to slay the troublesome beasts.

The 3-D perspective of over-lands is just one of the awesome effects within Albert Odyssey.



The Church is your haven from harm and also a great place to rest up!



If the the enemies spot you in the countryside, they will quickly attack!



Robotic enemies pose the greatest challenge because of their weaponry.



When fighting the demonic dragons, they often retaliate with magic.

BULLET PROOF SOFTWARE OF JAPAN

SUPER TETRIS 2 + BOMBLISS

SUPER FAMICOM

8 MEG

CARTRIDGE

Tetris buffs will be pleased at this latest release of the puzzle game that started it all, Tetris! This time, it's two games in one. The addition of the challenging game of Bombliss increases the enjoyment.

Bombliss plays like Tetris except that as you complete certain columns, bombs may explode within the column to rack up bonus points and increase your odds of winning!



Look at this background detail! Don't look too long because the action is fast!

Two players can battle it out to see who is the greatest Tetris player of them all!



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Get Tengen's great hits for your Genesis™ and you'll do more than play. Everything's so real, you'll live the action and excitement!

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your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

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INTERNATIONAL NEWS

MR. AKI BEATS THE STREETS OF JAPAN...

Back in the homeland, I fought off the jet lag from my world-wide trip and got down to the business of gaming. I quickly shot down to the local gamer hangout where talk still centers on the much-delayed 16-Bit Dragon Quest 5. I can't wait until this game comes out so everyone will quit complaining about how it isn't out! One of the hottest titles to recently hit the streets, however, was Sonic the Hedgehog 2!



While Dragon's Quest 5 remains on top of the Japanese charts...



...Sonic the Hedgehog 2 quickly captures a spot in the top five!

The usual bunch of simulations and RPGs are also sporting high marks this month in Japan. The recent announcement of a sequel to MOTHER, the self-contained RPG universe created by Konami, brought anticipation of another sequel to the streets. Mother 2 is slated for release early next year, but already the game players are reserving copies!

TELENET OF JAPAN

THE FANG OF EDO

SUPER FAMICOM

8 MEG

CARTRIDGE

The latest action game from Telenet of Japan is The Fang of Edo. This hot game is set in the year 2050 in Tokyo. The development of armaments and their activities have been diversified by terrorists. A special forces group has been organized to stop the ruthless marauders.

This side-scrolling game features cyber cities with high-tech thugs and thieves roaming the neighborhoods and streets. Noticeable features include the lack of scoring and a limit of only one on-screen life. Keep those hit points up with power-ups that collected from the remains of destroyed enemies.

Telenet has created a visual feast for the eyes with rich graphics and sound effects that have been digitized from real weapons.



Even the motorcycles are driven by gun-totin' cyborg warriors.



Fighting in the darkness presents some unforeseen situations!



Chase the terrorists down and get the power-ups from their carcasses.



With the jetpack enabled, you can fly upward to reach more levels.

HUMAN OF JAPAN

DRAGON'S EARTH

SUPER FAMICOM

8 MEG

CARTRIDGE

Time for an RPG with a little flair to it! Dragon's Earth puts you in control of a thriving colony of humans. The Dragons don't like the idea of humans trespassing on their territory, so a never-ending battle against the dragons' assaults erupts.

The battles take place in real time, thereby eliminating any lengthy battle screens. Summon spells or send human warriors out to slay the persistent dragons.



Luckily this beast has no interest in the colony. It's only a simple passer-by.

The dead of winter provides a small break in attacks so build your defenses now.



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gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

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with new power-ups, weapons, shields, awesome graphics and waves of ever-descending aliens trying to take over Earth!

PAPERBOY* delivers hilarious fun as you wreak mischief across town on your bike!

MARBLE MADNESS* will drive you nuts as you guide a marble along mind-blowing mazes to the finish line!

KLAX* is one tough brain teaser! And the toughest part is pulling yourself away from this mesmerizing game!

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Covering Jan. '93:



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VIDEO GAMES

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3

OPERATION MODES ARE AVAILABLE

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

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THIS GAME HAS FOUR DIFFERENT MODES AND YOU CAN CHOOSE WHICH ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, DASH! MOVEMENT FOR THE HEROES. IT'S ONLY A FEW FEET, BUT IT'S A FEW FEET MORE THAN THE OTHERS. COMBINATION FOR TECHNICAL CHAMPIONSHIP. COMBINATION FOR TECHNICAL AND HEROIC. THE HEROIC HEROIC MODE THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME FOR BEGINNERS AND SOME PEOPLE WHO ENJOY THE STORY. THESE COMMAND BATTLE SYSTEM, ANIMATION MODE AND THE TOURNAMENT MODE THAT LETS US TO PLAY MULTI-PARTY BATTLE. IT'S A SUPER GAME SYSTEM.



WHAT IS THE NEW HIRYU NO KEN SYSTEM?

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YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS!



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STORY MODE IS MUCH MORE FUN AND INTERESTING!



THE FIGHTING GAME HAS FINALLY COME TO THE SUPER NES!

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STORY MODE HAS A POWERFUL ENGINE TOO!

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WE'VE TOURNAMENT!

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INTERNATIONAL NEWS

WILL THE BEST WORLD WARRIOR PLEASE STAND UP!?!

Recently Capcom sponsored an incredible event in Kokugikan that drew hundreds of players from around the country. The first-ever Street Fighter 2 championships were held to crown the best of the best world warriors!

The event not only challenged the hottest Street Fighter 2 players, selected at regional competitions at their local game centers, it also introduced those in attendance to Ryu, Chun Li and other Street Fighter 2 heroes! Special bands played SF2 music while competitors lined up to battle their opponents head-to-head.

The contest was played out in front of a crowd of spectators on an enormous, ten foot high monitor (actually it was 16 smaller monitors construct-



Contest day drew hundreds of enthusiastic Street Fighter 2 players



Battles were waged on this enormous television screen! Yowee!

SEGA OF JAPAN

AMAZING SAGA

MEGA DRIVE

8 MEG

CARTRIDGE

The story of futuristic conquest unfolds throughout Amazing Saga. Wearing a robotic exosuit, you must clash against 12 of the most competitive creatures around.

Your primary weapon is your trusty steel sword. Although somewhat primitive is this futuristic realm, your exosuit's strength and speed make up for this loss.

Each creature you fight is set in their natural habitat. Undersea beasts reside in tranquil waters while space beings are found in the vacuum of space.

Every competitor offers a unique range of attacks, but locating their weak point can knock off half of their hit points!

Enjoy the music and spectacular backgrounds as you fight for global conquest!



It's only Stage 6, but here you will face an exact duplicate of yourself.



Go one-on-one against the Buster Claw, an ugly mace-wielding beast.



The protector of Stage 3 is a robotic beast from hell with a bad attitude.



Slug Head protects the undersea labyrinth contained in Stage 4.

PACK-IN-VIDEO OF JAPAN

SUPER BOXXLE

SUPER FAMICOM

4 MEG

CARTRIDGE

The classic game of pushing boxes is now being released as a Super Famicom game! For those not familiar with Boxxle, the idea is to push boxes around and cover up dots.

While that may sound simple, one wrong move can spell disaster down the line! This one is simple to learn and has highly addictive play qualities. It's time to replay the classic that has so many gamers in a frenzy!



Start in the center and try to make your way out. You must cover every dot.

Two players can compete for points or see just who is the fastest thinker around!





IF ONLY
I COULD
SKATE
BLAM
RAGE
JAM
THRASH
SCAM
AND
SCORE



LIKE I DO
WITH THE
ASCII PAD SG,
THAT'D BE
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new AsciiPad SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The AsciiPad SG. There's nothing fair about it.

NEW from **ASCIIWARE** for **SEGA GENESIS • SEGA CD**



IT'S HOW TO WIN.

INTERNATIONAL NEWS



Ken and Ryu were on hand to sign autographs for their adoring fans!

ed to look like one, but that's besides the point). Each contestant faced off against one another, eliminating the weaker world warriors one by one in the end, a winner was crowned in several different age groups. Perhaps a U.S. competition will be held and a true world war will take place!

DID YOU HEAR THAT?

Sound is going to be playing an even more important role in the video games of 1993. Following on the heels of Capcom's announcement that many of their future arcade titles will be produced with Q-Sound support, Jaleco has unveiled an equally impressive Super NES title, Royal Conquest, that will take big-time Dolby stereo surround sound and pipe it through your home speakers! Now you'll be able to enjoy realistic sound and music at home!



Jaleco's Royal Conquest is the first home game to offer Dolby!

SEGA OF JAPAN

SHINING FORCE

GAME GEAR

4 MEG

CARTRIDGE

In need of the ultimate portable RPG? If you have played Shining Force on the Mega Drive, you're in for a real treat!

Shining Force is coming to the Game Gear. Planned only for the Japanese market right now, this one is going to set the pace for future portable RPGs.

Return to the land of Gardiana, a wacky named Daksol stirred up rumors of plans to release the Black Devil from his sealed tomb.

The fighting sequences are amazingly well done with all the detail and animation that made the original a hit!

The four Meg masterpiece spans three continents and contains a battery back up so you can save your quest.



Looking around in caves and dungeons can turn up riches galore!



Learn all about your player's progress on the character statistics screen.



There are plenty of shops everywhere so don't be afraid to spend your gold!



Journey across mountains and forests to reach new and unexplored areas.

SIMS OF JAPAN

IN THE WAKE OF THE VAMPIRE

GAME GEAR

2 MEG

CARTRIDGE

On the night of the full moon, the decision has been made Dracula is to be resurrected from the dead and only Doctor Ferdinand Saussure can put a stop to this uprising.

The Wake of the Vampire consists of five stages set in key London locations including the Thames Bridge. Everything is beautifully drawn and overtoned with eerie music. Stop the bloodsucker before it's too late!



Search through mansions to collect clues to the whereabouts of the Vampire!

The details in the backdrops are some of the best ever seen on the portable Game Gear!



SUPER NINTENDO



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION You'll find that the only thing missing from our new Super Advantage is the coin slot. Cheq, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state-of-the-art effects designed specifically for today's most radical games. No wonder we call it the...

SUPER ADVANTAGE.

OVERSIZED JOYSTICK

5 meg-a-recoil control provides true arcade action.

VARIABLE SPEED SLOW MOTION

Slow down the entire game when things get out of control.

TURBO SPEED

A fully adjustable turbo control system (up to 30 times per second).

AUTO TURBO

Command fire like a band hero. You won't feel this anywhere else.

FIRE BUTTONS

Automatic response, and built to last.



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ASCIIWARE™

CIRCLE #202 ON READER SERVICE CARD

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INTERNATIONAL NEWS



Konami's new Picno art tablet offers drawing tools for the SNES!

HAVE ART TABLET - WILL TRAVEL...

Realizing the success of Nintendo's Mario Paint program, the cats at Konami have created a peripheral that goes one step beyond the big 'N's drawing mouse.

The latest Super NES upgrade from Konami is called Picno and it enables animation enthusiasts to actually "draw" pictures on the television screen via the 16-bit game system.

By calling up a variety of color menus and using a special light pen and board, the Super NES knows what colors to use and where to put the pixels down for your final pictures. You have complete control over your masterpiece from start to finish.

While the secondary uses of a mouse peripheral are evident, additional applications for the light board seem limited. Still, it would be fun to have access to the same type of electronic paint studios that computer artists use. The unit does weigh in at around \$200 bucks, admittedly a bit hefty, but if you're really into on-screen animation then Picno appears to be the only avenue budding artists will have to explore for some time to come.

HUDSON SOFT OF JAPAN

COTTON

PC SUPER CD-ROM

CD

CD-ROM

Our heroine, Cotton, has heard from a fairy that her boyfriend, Willow, has been captured by a devil. Cotton has taken it upon herself to save Willow from this devil and to also have some fun in the process!

In this unique shooter, Cotton rides upon a broom that is equipped with a small blaster that fires off magical rounds. Although firepower is limited, Cotton makes up for it in pure agility and speed.

The fairy that informed Cotton of this tragedy has pledged to help Cotton by protecting her from harm and to help her escape from the Waterfall of Fire. Together, they will face the perils of 7 fantastic levels to find Willow.

This is one of the few games where the woman goes out and saves the man. A nice idea!



This segmented boss wields a sword to knock Cotton off of her broom.



The Musical Forest is filled with the enchanting sounds of doom.



These floating muffins cannot be shot at so Cotton's agility must be used.



Cotton needn't worry about these archers as the fairy can stop them.

NEC HOME ELECTRONICS OF JAPAN

MAGICAL

PC SUPER CD-ROM

CD

CD-ROM

Magical is the story of two fighters in search of the ultimate magical power. There are over 64 magic spells to find in the villages and on the battlefield.

First, you must master these spells before you can advance to the final staging ground where you must show your worth to the Magical Masters.

This cart features overhead fighting scenes with enemies to hack and places to explore.



Obtain magic spells by exploring villages and searching everywhere.

Outside, monsters await your arrival. Use swords or magic spells to destroy them.



DATA WEST OF JAPAN

PSYCHIC DETECTIVE SERIES VOL. 3 AYA

MEGA CD-ROM

CD

CD-ROM

The very popular adventure game for personal computers is called Psychic Detective and it's being released on the Mega CD

Mr. Furoyaki, a friend of yours, proposes a strange mission for you to undertake. Your advantage is being able to read the feelings of individuals to aid you in your adventure.

Psychic Detective Series is a detective game with a science mystery flare!



This game has a very adult atmosphere but that shouldn't deter many gamers.

Gain all your clues by exploring every nook and cranny of the mansion.



TELENET OF JAPAN

SAIBOGU 009

MEGA CD-ROM

CD

CD-ROM

Take control of Super Agent 009 as he attempts to deliver Baby Agent 001 to Agent 003. Saibogu 009 is a game that takes place in a world full of spies and counterspies.

While only in its early development stages, Saibogu 009 has the potential to be one of Telenet's greatest achievements! There are tons of levels filled with Japanimation cinemas too!



And there off! This cyborg doesn't stand a chance against this legion of super spies.

The Super Gun can fire three forms of laser blasts to take out these tin heads.



TEICHIKI CO. OF JAPAN

ACROBAT MISSION

SUPER FAMICOM

8 MEG

CARTRIDGE

On a distant planet, all plans for populating this new world have been shattered due to an alien colony determined to have the planet for themselves.

Pilot your ship, code named Acrobat, through nine stages of Mode 7-filled scenarios. Collect weapon enhancements from helpful colony pods to boost your chances of succeeding. Will the new planet survive or fail? Only you and the Acrobat will know!



The enemies will swarm in a predictable pattern in the beginning of the game.

Here begins the end of a ship that will span across five full screens!



INTERNATIONAL NEWS

KONAMI PUTS YOU IN CONTROL...

Back from the Land of the Gimmicks comes the infra-red controller, this time courtesy of Konami! The interface brings new mobility to Super NES play, complete with individual (and untethered) joy pads which link up to a pseudo-satellite dish that receives your input signals. Do we really need this piece of gaming technology? Will it improve our game play? Probably not, but if the infra-red signals are stronger than past efforts, it make for a good time.



The new Konami infra-red controller uses a satellite to gather rays!



Yet another multi-player adaptor for the Super NES will soon appear!

RNO FINALLY...

What would the month be without another multi-player adaptor announcement? Do five people really get together to play games together? And if they do, what are these games called (Bomberman and Gauntlet excluded)?



FOOTBALL'S GREATEST LINE-UP EVER.

Get ready to tackle Madden's finest season yet John Madden Football™ '93. The all-new version of the game with the greatest run anywhere: The top of the charts since day one.

This year, Madden really makes history.

Twenty-eight updated pro teams. The eight greatest teams of all time—

Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86

Plus the '92 All-Madden team and his Greatest Ever squad.

So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.



8 GREATEST TEAMS

MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86

Here are my picks.

Also available on
Sega® Genesis™

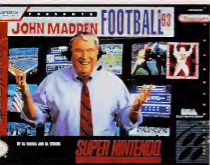


For '93, the gameplay's far faster, the graphics much smoother. It's easier to hit your receivers in the numbers. But the defensive backs now cover more ground, too. So if you catch one over the middle, you'll get nailed.

And talk about a game with Madden written all over it. Madden '93 has yards of plays. Each from the pen of John Madden. Including formations like the no-huddle offense, Run and Shoot, and 3-4 defense. And plays like the Tuf Bronco, Hail Mary, and quarterback kills the clock.

It's a game of matchups—Madden's brand of football. Each 35-player roster scouted by the man him-

Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.



self. Make the right match-up at every position and you'll go all the way.

The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts. Even quarterback substitutions.



Winning in this league is a tough climb. But if you rise to the occasion, you can make it to the top of the championship tree.

A split play calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

Score with faster gameplay and smoother graphics for improved passing efficiency and tougher defensive pass coverage.

EA SPORTS™ covers the field like a roving linebacker. With cameras that capture every highlight, every angle of the game. Make the right call. Phone (800) 245-4525 anytime. Or visit your local Electronic Arts™ dealer. And get the only game worthy of the Hall of Fame.



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80" for the first minute 75" for each additional minute



Minimum Order and Quantity for this product page. EA Sports, Inc.



TRICKS OF THE TRADE

TRADEWEST SUPER DOUBLE DRAGON ★★ SUPER NES UNLIMITED CONTINUES

Even with two players, this game is a tough one to beat! To be able to blow through this game with ease, use this tip to get unlimited continues!

Press the START button on controller 1 to access the Mode Select screen. Press the SELECT button

to choose two players in Mode A. If you choose Mode B, you can have some fun beating up your friend, but each player will lose additional energy.

In the two player game, play until there is one credit left for each player. If one of the players has

more credits than the other, let that player get down to 1 credit. When asked to continue, press START simultaneously on both controllers. Once you do this, the game will continue as normal, but when you lose your lives and are asked to continue again, you will notice that your continues have jumped all the way up to 71 if you are still having trouble with the

game, just repeat the process again and you will be able to acquire 7 more credits to continue. Repeating this method will give you an unlimited number of continues. Now you can beat the final boss and complete the game!

Doug Richardson
Whiteville, NC



Choose a two player game at the Mode Select screen.



Play through the game getting as far as you can.



Wait until both of the players are down to one credit each.



Press START on both controllers for a credit increase!

FREE!
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Tips & Secrets
Video, Plus
Newsletter
With Purchase

THE GAME HANDLER

ONE-HAND CONTROLLER



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Nintendo

AMN
CONTROL



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NAMCO

WINGS 2: ACES HIGH



SUPER NES

PASSWORDS AND RADAR OPTION

Dogfight, strafe, and bomb your way to the end of the war with these passwords:

FGXHMBQ!nG!xF
(Bombing run)

r5xKNJH2pg!3
(Strafe)

HMdMJ6C!brG!v!
(Dogfight)

LV!xv!HLPQBPC
(Dogfight)

TIBRLQ!wC7IBF!
(Bombing run)

JX2TBGnkGC!w
(Dogfight)

sZG7BwW6HBF
(Strafe)

!4FIGCwPQk8Y
(Dogfight)

hVYB9Gs4BG!Z
(Bombing run)

7YW2yn!R7Hzh
(Dogfight)

LHxPFCb!4!IBsG!
(Strafe)

S!ldNpG9BwH96
(Dogfight)

6m!CQG!NCGGL8
(Bombing Run)

DvkpP4T!dXwB
(Dogfight)

B!HdPBB!gQLTB!
(Strafe)

zq5gPNL8Hq!B
(Dogfight)

!c!LKGSKQFX!
(Dogfight)

7dz!2G8!wR!Z
(Bombing & Dogfight)

BBHnwLL1CB!r
(Last stage)

To see the enemies coming or going there is a cool trick to install a radar screen on your old biplane. To acquire this awesome piece of equipment, go to the title screen

and hold the top L button and R button at the same time. While holding these, press and hold UP, and then press START.

Chris Miller
Thornill, Ontario, Canada



At the title screen, pick the option to continue your game.



When the password screen appears, enter your code.



Choose the Ready room to go straight into your mission.



Certain missions will have you dogfight with enemy planes.



Others will entail bombing and strafing enemy equipment.



3021 Bethel Rd. #108
Columbus, Ohio
43220



Where did the
Turtles go?

"Make Turtles Disappear!"

"Make Mario Run Backwards!"

GAMEHANDLER lets you revive the investment you have in games now.

Here's a neat trick you can do *only* with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

GET A GAMEHANDLER®!

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

CIRCLE #228 ON READER SERVICE CARD

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS


NO CODES

NO PROGRAMMING


SEGA	EVANDER HOLYFIELD'S "REAL DEAL" BOXING ★★
SYSTEM	WIN FIGHTS WITHOUT FIGHTING ★★

Either start or continue your career with "THE BEAST" boxer (Refer to EGM # 40) and begin your fight with the next challenger. Wait until THE BEAST has raised his hand and the crowd has cheered. When the camera scrolls, and is not pointing to either boxer, press START and then choose to quit. You will be taken to the training screen, and you will have won the fight! This screen will also show that your power meter has sustained some damage. Use the training options to build up your energy so you can do well in your next fight. Repeat this method and you will build up an incredible winning record!


James Felton III
Cincinnati, OH




Using THE BEAST, start a fight and do the trick to win!



Power yourself up and repeat the process for a great record.




ATARI	BASKETBRAWL ★★
LYNX	LEVEL CODES

These level codes will let you start at any level in this game. At the password screen, enter the following codes:


Level 1-1 AAAA	Level 3-2 HHHH
Level 1-2 BBBB	Level 3-3 IIII
Level 1-3 CCCC	Level 4-1 JJJJ
Level 2-1 DDDD	Level 4-2 KKKK
Level 2-2 EEEE	Level 4-3 LLLL
Level 2-3 FFFF	Level 5-1 MMMM
Level 3-1 GGGG	Level 5-2 NNNN
	Level 5-3 OOOO

Edward Mann
Kettering, OH


PRESS A OR B TO START OR ENTER THE STARTING LEVEL CODE



Enter your level code on this password screen.




LEVEL 4-3 CODE: KKKK





YOU'RE PLAYING IN THE BIG LEAGUES NOW!

The passwords will help you advance to higher levels.





ACCLAIM	KRUSTY'S SUPER FUNHOUSE ★★
SUPER NES	INCREDIBLE CODE AND EXTRA PIES

An awesome code has been discovered! At the title screen, access the password feature. Put a space before the first letter, then put in the code, JOSHUA. Now put another space after the word and press START. Krusty will laugh and you can now enter any door. Just press the L and R buttons simultaneously for a pie refill.

NINTENDO	BATTLECLASH ★★
SUPER NES	DIFFICULTY SETTING

If you would like to change the difficulty setting of this game, plug in the first controller pad and go to the title screen and press the top L button and the SELECT button simultaneously. Adjust your aim and choose your options with the Super Scope. Next, a new option screen will appear that will let you select your level of difficulty. The choice is up to you!

Free T-Rex T-Shirt

BUY TWO IREM GAMES
AND I'LL GIVE YOU
THE SHIRT OFF MY BACK.



Amazing feats
and adventure lurk around
every street corner in this
incredibly exciting game for
1 or 2 players.



Earth-shaking visuals, huge challenges, and a story you can
really sink your teeth into.



Top arcade game brings explosive action right to you. Special
effects & two-player simultaneous action.



Save the Universe from the evil Bydo Empire. Features non-stop
action and a variety of challenges.



Tee-off with skins—winner takes all on every hole or match
play—combines different styles.



Here's how it works!

- 1 Buy any two of these games: DinoCity Super R-Type, The Irem Skins Game, GunForce, or Street Combat
- 2 Cut out the UPC code from your boxes
- 3 Fill out the form, cut at dotted lines, then put in your UPC codes in an envelope marked to this address.



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Shirt size S M L XL XXL
Check which 2 games you purchased DinoCity GunForce
 The Irem Skins Game Super R-Type Street Combat


Please allow 6-8 weeks for delivery. Offer expires 4/15/00

CIRCLE #158 ON READER SERVICE CARD



GAME GENIE CODES



CAPCOM	STREET FIGHTER II ★★
SUPER NES	GAME GENIE CODES
<p>These codes should help you survive in Street Fighter II. You must have a Game Genie peripheral for your Super Nintendo to make these codes work. Enter these codes on the blue password screen.</p>	 
<p>B9A0-AF04 - Begin your game by fighting M. Bison.</p> <p>DDAC-AFD4 - One hit, and you are dead!</p>	

KONAMI	CONTRA III ★★
SUPER NES	GAME GENIE CODES
<p>To acquire some advantages that will help you beat this game, enter the following codes on the Game Genie password screen.</p>	 
<p>22BB-AD01 - Infinite lives for the side view levels.</p> <p>22BB-6F0B+6DBB-64DB - Infinite lives for the top view levels.</p>	

CAPCOM	SUPER GHOULS 'N' GHOSTS ★★
SUPER NES	GAME GENIE CODES
<p>You will love these passwords if you're having trouble with this challenging game. At the Game Genie password screen, enter these codes as follows to help you win.</p>	 
<p>A2C1-AD01 - Play with infinite lives.</p> <p>A286-0F01 - Stop the timer.</p>	

NINTENDO	SUPER MARIO WORLD ★★
SUPER NES	GAME GENIE CODES
<p>These codes will give you all the help you need to complete the many challenging levels in this classic game! On the Game Genie password screen, put in these codes for awesome options!</p>	 
<p>C222-D4DD - Infinite lives.</p> <p>DD32-6DAD - Start and stay invincible throughout most of the game.</p>	

SEGA	GHOSTBUSTERS ★★
GENESIS	GAME GENIE CODES
<p>Ghost bustin' has never been better with the help of these codes. If you have a Genesis Game Genie, you can enter these cool codes on the blue password screen.</p>	 
<p>BWST-AA54 - Protection from most enemies.</p> <p>NNCT-AABN - Start your game with 99 bombs.</p>	

ACCLAIM	WIZARDS AND WARRIORS III ★★
NINTENDO	GAME GENIE CODE
<p>How would you like to get a massive amount of money each time you pick up a coin? It's easy! If you have a Game Genie peripheral for your Nintendo, then just enter this password to make the worth of your coin multiply!</p>	 
<p>NNSAGGZU - Coins are now worth 255.</p>	

FEEL THE HEAT!



The Soviet-made T-72 tank turns toward you and fires. A near miss—its shell bursts with awesome force. You return fire and the enemy explodes in a furious blaze. This is Operation Desert Storm. You are the commander of the M1A1 Abrams battletank—the most powerful ground assault vehicle ever built. It's up to you to search for and destroy heavily-armed enemy tanks, helicopters, SCUD launchers, and strongholds before they blow you off the map. The combat is intense, loud, and lethal. And you only have to go as far as your living room and your Super Nintendo™ or Genesis™ system to feel it.

Designed by Gary Kitchan and Alex Dalmas.
Genesis program by Mark Morris.



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M1A1 T-72 tank game for sale
with authentic Soviet graphics
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CIRCLE #51 ON READER SERVICE CARD.

CAPCOM	SUPER BUSTER BROS. ★★
SUPER NES	LEVEL SELECT

Super Buster Bros. is a game that can be quite challenging at times. There might be a level that you just can't get past and you don't know what to do. Never fear, because we at EGM have come upon a level select code that will let you start from any level in the game! This is how to do it. At the title screen, press **START**. You will now see a screen that

says "Select Game" at the top. At this screen, press these buttons in this order: L button, R button, R button, L button, UP, DOWN. Once you do this, a number will appear in the middle of the screen. This is the level number that you will begin on when you press the **START** button. Use the control pad to change the number to the level of your choice

	
--	--

Press **START** at the title and at Select Game, do the trick.

The number of your level will appear in the middle.

ACCLAIM	SUPER SMASH T.V. ★★
SUPER NES	FIGHT NO ENEMIES

In order for this trick to work, you must first enter the Circuit Select code (at the option screen, press **RIGHT, RIGHT, UP, DOWN, R button, L button**). After you enter this code and choose where you want to start, go into the game, but before you enter the door into the next room, press and hold the **SELECT** button. Once you enter the room, there won't

be any enemies to face. After a few seconds, a voice will say, "Let's go," and it will show you which exits are open. Before you go to the next screen, hold **SELECT** again, and the same thing will happen! Repeat this through the whole game and you will beat it in no time!

Edward Ovalles
Jersey City, NJ

	
---	---

Enter the Circuit Select code and go into the game.

Hold **SELECT** before you enter a room and face no one.

THQ	JAMES BOND JR. ★★
SUPER NES	LEVEL PASSWORDS

Use the passwords below to let you start at the different levels in James Bond Jr. At the password screen, enter these codes:

Level 3 - 0007
Level 4 - 3675
Level 5 - 9025
Level 6 - 1813
Level 7 - 3353

Jay Michael
Plainville, CT

ARENA	SUPER HIGH IMPACT ★★
GENESIS	BIG YARDAGE PLAY

By using the Bomb, the computer will not take an aggressive defense. Choose a Power Bomb and the ball will travel a great distance! In this play, your quarterback will drop back about 10 yards, and hurl the ball. It will end up in the hands of the receiver for any easy touchdown!

Mark Clifton
Dublin, OH

SUPER NES

ALL LEVEL PASSWORDS

Are you stuck in this huge puzzle game? Here is a comprehensive list of all of the passwords to get you to any of the 130 levels! Have fun and good luck!

SJ Nitta
Honolulu, HI

1. BPMB
2. TFST
3. SPBP
4. RBCG
5. RPSS
6. FBJR
7. QVJZ
8. RFFD
9. RBTT
10. RBFT
11. PVFN
12. MFW5
13. LJSB
14. MVLF
15. MVFF
16. DJMF
17. DBVG
18. DPLL
19. DJSK
20. GBTF
21. JRPN
22. GBMF
23. PBSS
24. WPRG
25. LFBG
26. CVFF
27. LPJC
28. DBTG
29. WGGD
30. TJMG
31. PBJL
32. SHJP
33. RJNG
34. SHPR
35. SJZF
36. TBLK
37. GJRL
38. ZPPM
39. ZPNG
40. ZJNC
41. GPLD
42. ZGRP
43. YPLK
44. YGLL
45. PPBL
46. YBRD
47. WPPL
48. WJRG
49. SPNG

50. WJND
51. WGST
52. WBVF
53. FJRF
54. WBSP
55. VJSB
56. VFST
57. LBMP
58. VNBT
59. TYRF
60. TYPF
61. TRGG
62. TWJN
63. TVSK
64. TVNF
65. TPNY
66. SWBN
67. STBR
68. SPLP
69. LPVG
70. SPVP
71. RPSF
72. RPPF
73. RFST
74. RPPT
75. RFST
76. RFBD
77. TBPf
78. RBJN
79. NPTF
80. NFST
81. VBSF
82. NBMF
83. NBJL
84. NJND
85. PJLL
86. MBJL
87. LJLY
88. LFNS
89. SPQT
90. LBRK
91. KNQB
92. KNFF
93. PBLM
94. KBNG
95. KBND
96. KBLT
97. LQCK
98. JVNf



Select the password option to access the higher levels!

99. JFBN
100. JBZZ
101. SBFG
102. JTGM
103. JSLG
104. HOST
105. WORM
106. HOLD
107. HJLL
108. HGRB
109. NOSF
110. HFLP
111. GVST
112. GOWN
113. FYGS
114. GLOW
115. GJFT
116. FWSG
117. HBJR
118. FJVF
119. FBCT
120. GXJT
121. SKGN
122. GBSG
123. DQXR
124. CRZB
125. MYTH
126. CXPY
127. MBKV
128. BVTP
129. FNDS
130. DFMO

NINTENDO

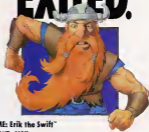
STAGE SELECT

An incredible stage select trick has been found! To perform this trick for the third installment of this popular game series, follow this method. At the title screen, press these buttons in this order: DOWN, UP, LEFT, RIGHT, B, A, B, A. The Stage Select screen will appear and this will let you start from any level you wish, even the last stage! Once your stage is chosen, press START and you will see a screen that will give you one of every special item, weapon and prehistoric creature. When you start your game, you will have every advantage possible to help you win!



At the title screen, enter the code and select your stage!

ERIK'S EXITED.



NAME: Erik the Swift™

HEIGHT: 6'1"

WEIGHT: 175 lbs.

DISTINGUISHING FEATURE: Powerful legs that let him race like the Nordic wind. And cool hair.

LAST SEEN: Outrunning the maniacal saw in an outrageous alien factory.

ASC**SKULJAGGER****SUPER NES CLUES AND ALTERNATIVE ENDINGS**

On page 11 of the book for this game, you will learn that Wits' name is really R.L. Wright. This is actually a code name for a sequence of commands to do on the controller. When you see the island and the text at the start of each chapter, press the following buttons in this order: R button, L button, R button. A secret text paragraph will be revealed that will give you clues for certain levels.

This is a method to reach one of the alternative endings. In Chapter 1, Part 1, make your way to the end of the second brown cliff face section, jump on the first rising platform, and then to the next platform. Ride this platform all the way to the grass at the very top left. There is one brown box to the far left of the grass. Pick it up and you will go into a tube that will take you to an alternative ending to this level. Now on page 9 of the book for this

game, Storm meets a Black Mask on a stone bridge. There is a sign that says "Danger" just before the bridge. Storm gets rid of the Black Mask by throwing a brown keg at him and knocking him off the bridge. (Refer to the illustration in the book.) Now, when you are in the alternative ending, start running right, and look for the stone bridge that has the sign saying "Danger" in front of it. There will be a brown keg next to the sign. Pass in front of the keg to kill the flying bug, go back and pick up the keg, and carry it with you to the right. Jump onto the stone bridge, and you will see a Black Mask coming at you. Throw the brown keg at the Black Mask (just like Storm did in the book) and another tube will come up and take you to a secret Fantasy Zone. Exit via the blue gem and go back to finish the rest of the alternative ending to complete the level.



Press R, L, R at the start of each chapter to see secrets.



In Chapter 1, Part 1, jump on the first and second platform.



Let the second platform take you up to the grass. Run left.



Get to the brown box, pick it up and you will be warped.



After warping, find the barrel by the "Danger" sign.



Get the barrel and throw it at the Black Mask to warp again.



Warp!



Fantasy Zone!

SONY**HOOK****SUPER NES 3-UP LOOP FOR 99 MEN**

On level 5, when you are in the caves, there is a 3-Up loop that will give you as many lives as you need. At the start of the level, fall down the first chasm on the right. You will see Tinkerbell at the bottom of the pit. Walk or fly across to the right, and you will see a 3-Up and a leaf. Go underneath the rocks to reach this. Die and repeat for many lives.

**BECOME A STAR!!!**

If you want thousands of gamers to give your name in print, send your tricks to some other mag. But if you want your name in lights for millions of players to see, then throw your secret cheats our way! Not only will you score some FREE softs for your favorite game machine, you'll also be immortalized in the biggest and best video game magazine in history! No tip is too small for the Trickman so send your gaming goodies to: Electronic Gaming Monthly's Tricks of the Trade, Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And be sure to send your name and address, as well as the game you'd like to get. If we don't know where to send it or who you are, Terry will keep the booty for himself (and we don't want that to happen).

Used that we put a big \$100,000 in cash prizes in the hands of the winners of the Electronic Gaming Monthly contest. We are obligated to award the prizes only to those people who submit distribution lists that already have printed or non-printed copies of the magazine or magazine publishers' circulation or mailing lists in the mail or by electronic file before contest. The winning names will be chosen at the end of the contest. All names are given to us free. There is no need to send any money and winners on the actual list for us to give you cash. Please include an address so we can mail. The winners will receive a free copy of the magazine, and a \$100,000 cash prize. List of winners will be published in the next issue of the magazine. We are not responsible for any loss of prizes. Please do not send any money to anyone.

CATCH THE TAITO HEAT WAVE



This bead bangin' hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!



Overload next-act madness! Are all their boiling pans, indeed? In a matter of minutes, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!



Captain Jetson's got the remote of the future by setting up a mining colony. Help Bob in outer space that will help him get to the planet. George's clumsy nature will have to be responsible.



This hot-dragon cart'll catch the real heat. You'll need to unleash your wild side to help this character. So, get in because your job will take a hot temperature!



Bellob! The ultimate brain buster! Bubble maze after maze as you try to get your ball through before time runs out. Levels of geometric motion will send you dizzy. You'll never be the same!



Zelda! Embarks a treasure map and sets off on a wild adventure to find the Holy Frog through screen adventure. Will Zelda be in this century.

CIRCLE #161 ON READER SERVICE CARD

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TAITO
THE ONLY GAME IN TOWN.

Take It To The Streets...

CRASH IN THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps. Let's take it to the streets in the Southside: no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'n' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams.
Five members per team. Only one winner.



Southside's Crash Cooney sets another 400M Hurtles course record! Crash and the Southside Boys—Chess, Horse, Dodge and Sleep Way—put the Hillers to shame!



Todd's Thornley targets to let go and takes a ride in Aweaver Drive Golf! The Washington High team has been dismantled by Crash since his other... this time it's personal!



"Spread" Sprinkles, Jefferson High's captain doesn't let off of towers in the Winter Slougher. He thinks Lincoln and Washington are slower so he'll go Southside. Almost.



Arlo Van Deyke vaults from rooftop to lowering rooftop in the Skyline Scramble! Lincoln High's team captain despises the Southsiders—especially Crash!



Rocky Roadkick makes use of the devastating super kick in the Jumbo event! The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike!



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Action For 1-4
Players!**



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CIRCLE #183 ON READER SERVICE CARD

Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

400 M Hurt-les

These athletes know what it takes to attack the track and cross the finish line in record time.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Wheels	0:51
#1	Ted Chah	San Mateo, CA	Wheels	0:54
#2	Mike McKeown	Boston, MA	Spook	0:57
#4	Stanton White	Phoenix, AZ	Strip	0:58
#5	Susselt Meyer	Richmond, VA	Clut	1:00

Water Slaughter

These water warriors have shown their dominance of the aqueduct and defeated their opponents faster than anyone else out there.

Rank	Name	City	Character	Time
#1	Ted Chah	San Mateo, CA	Clut	1:40
#2	Desmond Wu	San Carlos, CA	Clut	1:41
#3	Jerry Anderson	Edina, MN	Wheels	1:44
#4	Christopher Larson	Austin, TX	Spook	1:47
#5	Nevard Isaac	Peoria, IL	Zack	1:49

Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 10 buildings and crossing the finish line in world record time.

Rank	Name	City	Character	Time
#1	Ted Chah	San Mateo, CA	Clut	1:56
#2	Desmond Wu	San Carlos, CA	Clut	1:59
#3	Jed Overland	Des Moines, IA	Biker	2:07
#4	Nick Westcott	Newark, NJ	Cheese	2:10
#5	Larry Hoffmann	Pittsburgh, PA	Dave	2:12

Judo

These Judo Masters have proven they're not the ones to outwit their opponents and the brave to possess them in the fastest time ever.

Rank	Name	City	Character	Time
#1	Susselt Meyer	San Carlos, CA	Nurse	0:29
#2	Ted Chah	San Mateo, CA	Nurse	0:49
#3	Perry Fazio	Milwaukee, WI	Cheese	1:27
#4	James Rhoads	Fort Myers, FL	Archie	1:40
#5	Mike Krueger	Providence, RI	Baldy	1:51

Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more athletes have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A PLAN 250 POST OF PAPER ALONG WITH YOUR NAME, AGE, ADDRESS, AND PHONE NUMBER TO QUALIFY FOR THE TI-BREAKER.

Question 1:

What gift does Todd bring Teen Thorony at the airport, in the victory announcement sequence following a Flyboy Teamwork victory by Southside High?

Question 2:

How many gold medals are available on the Hammer Throw golf course?

...And Win Your Share of \$5,000 Cash!

Show The World Just How Good You Are...And BAG BIG BUCKS!

In May, 1993 American Technos and Electronic Gaming Monthly will award a total of \$5,000—IN CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurtles; Water Slaughter; Skyline Scramble, and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all

challengers month after month until we make with the moolah? Remember, you're going up against the best—and just like you, they can't wait to get their hands on some serious coinage.

Contest Rules

1. **Event & Prizes:** Four Street Challenge events will be held in May. The prize is a total of \$5,000 in cash. The prize is awarded to the top five record holders in each of the four events. The prize is awarded to the top five record holders in each of the four events. The prize is awarded to the top five record holders in each of the four events.

2. **Registration:** All participants in the contest must register with us by May 1st. Registration is free. Registration is free. Registration is free.

3. **Qualification:** All participants must qualify for the contest. Qualification is based on the top five record holders in each of the four events. Qualification is based on the top five record holders in each of the four events.

4. **Prizes:** The prize is a total of \$5,000 in cash. The prize is awarded to the top five record holders in each of the four events. The prize is awarded to the top five record holders in each of the four events.

5. **Rules:** All participants must follow the rules of the contest. The rules are available on our website. The rules are available on our website.

6. **Eligibility:** All participants must be at least 18 years old. All participants must be at least 18 years old. All participants must be at least 18 years old.

7. **Restrictions:** All participants must follow the restrictions of the contest. The restrictions are available on our website. The restrictions are available on our website.

8. **Terms & Conditions:** All participants must agree to the terms and conditions of the contest. The terms and conditions are available on our website. The terms and conditions are available on our website.

9. **Privacy Policy:** All participants must agree to our privacy policy. Our privacy policy is available on our website. Our privacy policy is available on our website.

10. **Disclaimer:** All participants must agree to our disclaimer. Our disclaimer is available on our website. Our disclaimer is available on our website.

11. **Contact:** For more information, contact us at [phone number]. For more information, contact us at [phone number]. For more information, contact us at [phone number].



NEXT WAVE

NEW SOFT NEWS

With the Christmas season over and done with, we now gleefully await the upcoming Winter CES held every year in beautiful Las Vegas. The companies that weren't able to get their games out by Christmas will now push their future releases at this convention. Here is but a brief list of what we are to expect from the Winter CES show!

• **Acolade** is developing their baseball game going by the very long title of **Al Michaels Announces Hardball 3**. • Can't get enough of that lovable Yoshi? Well, in addition to Nintendo's NES and GameBoy releases of Yoshi's Cookie, **BulletProof Software** will release the Super NES version. • **Electronic Arts** is still hot on the scene with **Tony La Russa Baseball** for the Genesis. • There is also an upcoming release of **Populous 2** for the Genesis and a possible release for the Super NES. • **Electro-Brain** is working on **Best of the Best Championship Karate** for the Genesis.

• **Koei**, the masters of simulation titles will unleash **Aerobiz** for the Genesis and Pacific Theater of Operations for the Super NES. • **Razorsoft** is taking a gamble on **Hooves of Thunder**, a horse racing game for the Genesis. • From **Seta**, we can see **Cacoma Knight** on the horizon. • **T.T.I.** will bring out **Shockman 2**. • **Exile 2** will arrive from **Working Designs**.

U.S. GOLD

FLASHBACK

GENESIS

12 MEG

CARTRIDGE



A hop on the subway system can whisk Conrad to new parts of town.

Way back in the September issue of EGM, we showed you a peek of this hot game in our International Outlook section. Since then, U.S. Gold has picked up the rights to this game, given it a quick plot change and has now dubbed it **Flashback!**

As the story is told, research scientist **Conrad** was preparing his thesis about the transmutation of matter. Wearing a special set of glasses, the scientist was able to view matter directly in order to analyze it. However, he happened to notice that many top-ranking officials at his plant had a structural density beyond that of a normal human being. This is because they were aliens from another world studying Earth and making plans for domination.

This tragic observation turned **Conrad** into a prisoner where he must use all his natural abilities to escape this trap and blow the lid off this cover-up. Your escape will take place over six huge stages where a stolen space bike and a gun are your only hopes for survival. Incredible animation is made possible by the detailed rotoscoping technique!



Lost in a world unknown to him, Conrad can trust no one but himself.



Alien guards are a constant threat but your blaster can crisp 'em easily!



Why have the aliens come? They plan to take over Earth for their own needs.



With Conrad's memory wiped out, he wanders the city in search of identity.

ACTIVISION**ALIENS™ VS. PREDATOR™****SUPER NES****8 MEG****CARTRIDGE**

All you readers of the Dark Horse comic series, wait no more as Activision has the mono-dio game for you!

You play the Predator out on your big hunt! Your first encounter takes you through a small human colony but you find that Aliens have taken it over. Using punches, kicks and a quick and deadly sliding maneuver, you must kill off all of the aliens and face Huggers that have taken over the colony.

Finish that stage and you then transport to the Aliens' home planet where four more perilous stages await you with spectacular cinematics and great animation. This cart really brings the feel of the comic book to life!



In the verses mode, two players can assume the Alien and Predator roles.



Take on all sorts of mutated monsters as you journey through the colony.

Aliens™ and Predator™ are trademarks of TMG Toys and Company. Real Time Concepts is

ENIX**EVO****SUPER NES****12 MEG****CARTRIDGE**

Let's take a trip back to the beginning of time. The game begins on a desolate planet, without any life-forms. Based on the theory of evolution, Enix's new game starts you off as a lowly fish and you must survive the perils of the ocean.

Evo is the cross between an action/shooter and role-playing game. The shooter aspect comes in when your 'fish' attacks other creatures in order to collect Evo Points which help your character evolve. The action scenes take place on land after you evolve into an amphibian.

You must continually strive to evolve, taking on new challenges in the ever-changing world.



Your first form is a small fish-like creature with limited capabilities.



As you evolve, fins and stubby legs develop in the second stage.



Although you have evolved to stage three, you must be wary of sharks.



RENOVATION

DOOMSDAY WARRIOR

SUPER NES 8 MEG CARTRIDGE

Renovation has picked up the rights to do this one-on-one fighting game, *Doomsday Warrior*.

Play as Amon, a determined young warrior out to prove his worth to the heavenly gods. Only by beating them with punches, kicks, and an assortment of super secret attacks can he finally return to his resting place.

Become the true warrior before the doomsday finally comes.



In the early stages of each round, the enemies are weak but have stamina.

SEGA

X-MEN

GENESIS 10KN. MEG CARTRIDGE

Follow the adventures of the X-Men as they tackle the forces of evil to search for Professor X!

Take command of Wolverine, Cyclops, Gambit, and Colossus. Power them up in their danger room and get set to lead them through seven enchanting stages.

Stay with your selected character or alternate them depending on the enemies that you'll face as you attempt to save your mentor!



Wolverine can slash through anyone or anything with his vicious claws.

ASMIK

LENNUS

SUPER NES

12 MEG

CARTRIDGE



Rest up at the Inn and purchase some hard to find items for your quest.

EGM was also the first to break the news about Asmik's super RPG, *Lennus*, back in the April issue. Although this cart was previously shown in the Next Wave section, many changes have been made and we feel that another look at this game is necessary.

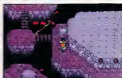
12 Meg may not seem like much in the present days of CD-ROM and 16 Meg games, but Asmik has crammed a lot of game into this cart. The over-worlds haven't changed much but they are still done with pastel colors for a different feel.

You can still have three other characters in your party as you travel the countryside in search of riches and fame. The landscapes take place on two planes with lands that seem to hover above the planet!

Combat takes place in a first person perspective where the mutated beasts strike with magic and physical attacks. You and your party can fight back with swords, arrows and magical techniques that will entice all players.



Ride the dragon to explore previously unreachable landscapes.



Within the caves, you can find a mythical treasure to raise your status.



An evil bubble blower? This may seem cute but those bubbles can stun you!



New lands are not accessible until you can find a bridge-building character.



This small town doesn't hold much wealth, but it's a good place to relax.



Polly want a cracker? Heck no! These airborne beasts want a quick snack.

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Game Genie[™] works on many game titles for the Super NES[™] and Game Boy[®] Systems. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

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galoob[®]



ASCIIWARE**SPELLCRAFT**

SUPER NES UNK. MEG CARTRIDGE

Uncover the secrets of magic and mystery as you attempt to save the Modern and Magical Worlds from blowing each other to pieces. You have been unwillingly drawn to Stonehenge where you must use your new abilities to save these warring worlds.

To succeed, you must successfully mix potions together and learn how to cast spells properly or you could end up accidentally casting your own death spell!

Begin at Stonehenge and work your way from there. Travel between the two worlds to receive ingredients for your potions. Superb graphic detail in the backgrounds have to be seen to be believed! Join in on the spell-casting fun!



Ah! This dragon doesn't realize that you've created a spell to paralyze it.



This set of bones doesn't tell a very promising story of what's up ahead.



Water worlds behold many surprises with booby traps to snare you in.

SEGA**CHAKAN: THE FOREVER MAN**

GENESIS

8 MEG

CARTRIDGE

Chakan has travelled from the pits of hell and is now an exciting Genesis title! Play the part of Chakan, a one time warrior priest who is doomed to wander the Earth until he can vanquish the beasts that have put this curse upon his soul.

Chakan must use weapons like machine guns, two handed axes, and flame throwers through eight starting levels but then four more levels await your undead soul.

Collect magic potions that grant you special abilities like visions into the future, invisibility, super jumps and many others!

Begin in the paradox between universes where you select from four beginning doorways where you must slay a beast keeping you from your only goal...death.



Prepare yourself for a grueling test of jumping skills in these elevated cliffs.



These slimy water beasts attack with a scepter when our hero looks away.

JVC**STELLAR 7**

SEGA CD

CD

CD-ROM

JVC has been hard at work converting this popular PC classic to the brand new Sega CD. Looking at these photos, it's hard to disagree with that!

Gir Draxon, a real all around bad guy, is looking for more planets to control. He now seeks the unsuspecting solar system, Stellar 7. Bad move, dude!

Your combat vehicle is equipped with the ultimate in high powered weaponry! Use missiles that can heat seek or blindly fly forward or laser cannons that can scorch the strongest of metals!

The enemies you will face are rendered in full polygon technology that gives incredible detail and fast motion to boot!

It's just you against the forces of Gir Draxon. Do you have what it takes to save the Solar System?



From the opening demo to the action scenes, Stellar 7 is all excitement!



Combat Draxon's advanced forces in your ultra-powerful combat vehicle.

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T.T.I.

BOMBERMAN '93

TURBODUO 4 MEG CARTRIDGE

T.T.I. has picked up the rights to this awesome sequel to one of the most popular puzzle games ever to hit the Turbo.

At the title screen, choose from a variety of options that include a one player normal game, a five player battle game, or link up two TurboExpresses for great portable action!

The object is to strategically place bombs to wipe out boulders and enemies. Certain boulders contain power-ups like speed-ups and larger bombs. You must continue to bomb everything until you locate the exit warp.

The real fun is the five player game where you and four other friends compete to stay alive and gather up the points.



The abundance of power-ups include speed ups to move you along quickly.



The bombs can get bigger and better as you collect more bomb icons.



Five players are set in an arena and only the strong can survive the odds.

NINTENDO

YOSHI'S COOKIE

NES

1 MEG + 512k

CARTRIDGE

Nintendo's latest trend seems to be puzzle games that focus on the Dr. Mario and/or Tetris theme. Yoshi's Cookie is a new puzzle game starring Mario's famous dinosaur buddy!

The object is basically the same as many other puzzlers. Catch the falling pieces and organize them so they clear out a row of four simultaneous shapes. As you clear out the shapes, a meter fills up and you can win bonus points and other prizes.

Plug in a second controller so you and a friend can simultaneously compete in these high energy games. Challenge each other in speed games to see who can complete more lines first or just have a simple catch-all game.



Here in round 7, the play pieces fall in very unpredictable patterns.



Two players can battle it out for points or just good 'ol bragging rights.

NINTENDO

YOSHI'S COOKIE

GAMEBOY

1 MEG

CARTRIDGE

And now, for those who feel they must have the comical antics of Mario and Yoshi wherever they go, Nintendo also introduces Yoshi's Cookie for the GameBoy!

Featuring many of the same play mechanics as the NES version, you and a buddy can video link your GameBoys for head-to-head excitement!

The lack of color doesn't detract from otherwise smooth game play! You and your opponent can catch the falling pieces and match them up with similar pieces in the existing rows. Wipe out as many as possible to fill up a meter displaying the kinds you've cleared.

After filling the meter bar to the end, you or your opponent can receive power-ups and a plethora of bonus points.



Think fast! This game plays even faster than the other puzzle games.



Choose your playing character from the ever popular list of characters.

LOOK OUT!!!

THE CAT'S OUT OF THE BAG!



Available
for Genesis
and SNES!

CHESTER CHEETAH

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!



Hey Dude, get a load of this! When Chester loses his cool he goes out. What a Cat!



Get A Little! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

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KEMCO

KID KLOWN

NES 2 MEG CARTRIDGE

Kid is just a simple clown who has had tragedy thrust upon him. He and his family were traveling to the next town to perform their act when suddenly the evil magician, Night Mayor, appeared asking Kid to help him open a vault.

Since Kid refused, Night Mayor kidnapped his family and now Kid must find Night Mayor to rescue his family from harm.

Kid must venture through a series of comical levels with balloons as his primary weapons. Pick up treasure boxes to get heart power-ups and invincibility icons. If Kid can collect enough strawberry chips, he can play a bonus game to receive extra lives and more hit points!



At the end of Stage 1, Kid must defeat this porcupine boss to continue.



Collect enough chips so Kid can play a bonus game and get power-ups.



Find special containers and open them to find a special power-up treat!

MINDSCAPE

CAL RIPKIN JR. BASEBALL

GENESIS

8 MEG

CARTRIDGE

Future Hall of Famer Cal Ripkin Jr. has officially endorsed this upcoming baseball game! You can select from 16 teams including an MVP and an All Star Team. This game is not licensed by MLBPA so all the players are fictional, except for Cal.

Choose your starting lineup and field formation and head out to play ball. Standard fare batting and catching is offset by spectacular cinematics that show the close call action up close. These cinematics include the run for first base, the outfield catches, the slide for home, and many others!

Play for the fun of it or compete in a World Series Championship and win the pennant race with Cal Ripkin Jr. Baseball!



Heere's the pitch! Adjustable power lets you hit the ball where you want.



In the blistering run for first base, you will be treated to a close-up view!

KONAMI

ZEN: INTERGALACTIC NINJA™

NES

UKN. MEG

CARTRIDGE

Fight the insidious forces of environmental terrorism as you play Zen: Intergalactic Ninja!

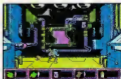
Select from one of four starting stages like the Toxic Factory, Forest, Off Shore Oil Rig, and the High Speed Railway! Before you embark on your journey to stop Lord Contaminous, you will be informed of your mission and how you must complete it.

Use your trusty staff to toss your foes around while you seek out the boss in each area! For instance, in the Toxic Factory Stage, Zen must rescue the workers who are trapped by fire!

Zen can also play in a bonus game where must knock the trash into the proper recycling bins! Konami has put together a game for everyone to enjoy!



Stop Garbage Man from spilling his nuclear waste in the railways.



Knock the trash into the recycling bin to receive more life points and items.

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Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

Make your move to power with one of the hottest games yet, **"POWER MOVES"**!



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The action is furious as players kick, jump and punch to victory.



The crowd roars as the Victory sign is flashed.



Special sound, video effects and 3-D screens add to realism.



Weather and seasons change during game play.

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SEGA

SHINOBI 2

GAME GEAR 2 MEG CARTRIDGE

The infamous cloaked warrior, Joe Musashi, is back for his second portable adventure!

This time our hero must take on the Silent Fury, a gang of ninjas who have stolen the four sacred crystals.

In each of the stages, you must retrieve the various crystals from the factory, building, castle, and the canyon. Afterwards, you must face the Silent Fury in the mysterious fifth stage!

Joe hasn't rested since his last adventure! He has brushed up on his sword and magic spells. One new spell gives him the ability to teleport back to the beginning of a stage again!

Shinobi's portable adventure takes off to new heights!



Cannon balls roll from those ports and explode when they come near Joe.



What game would be complete without an abundance of power-ups?



A rival ninja awaits your challenge as you approach the pink crystal.

ACCLAIM

GEORGE FOREMAN'S KO BOXING

NES

UKN. MEG

CARTRIDGE

Take on 12 of the toughest opponents in boxing as you fight with George Foreman on your side. The unique over-the-shoulder perspective puts you face to face against your hairy, sweaty boxing opponent.

You can use a variety of powerful punches to win the title. Simple jabs to the head, uppercuts, body blasts and super techniques can knock nearly one quarter off your energy! Don't just stand there and get pummeled because you can block or duck underneath many of the two-listed fury assaults that come your way.

The power meters in the bottom corners tell all. They indicate the power of your punches and how much stamina you have left before you fall onto the canvas.



A punch to the head should make this guy wish he had an easier opponent.



Down for the count! This was an easy round but they sure get tougher.

DTMC

SUMO FIGHTER

GAMEBOY

UKN. MEG

CARTRIDGE

Don't you just hate it when you're spending some quality time with your girlfriend and suddenly some thug comes along and kidnaps her? Well this dude just isn't going to take it!

Sumo Fighter is a comical action game where your fighter utilizes punches, kicks, and sumo throws! The enemies are hilarious as they attack you with common items that they find on the street!

You receive experience points for each opponent that you defeat. This points build up your levels in three categories; punches, speed, and life!

Play through the stages which are all set in a Japanese atmosphere. Your girlfriend is in trouble and only you can save her!



Your properly pumped-up body has no trouble tossing your foes around.



Many hazards await you like spears that rise from the ground as you pass.

TAKE CONTROL OF THE SKIES!



AEROBIZ

You're ambitious, you thrive on power and you want to be rich. Well, here's your chance. As the CEO of your own airline operation, negotiate around the globe for holding slots, invest in planes and set up new routes. Establish your hub and then expand outward. Plane maintenance, advertising and service will distinguish you from the rest. Gain market share with cut-rate ticket prices, but be careful to stay out of the red.

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REVIEW YOUR ROUTES



Launch special T.V. campaigns to increase name recognition. Invest in outside charter companies to raise revenue. Arrange board meetings to gather information from field managers.

Aggressive competition, hijackings and strikes will continually strain your cool and threaten your corporation. You're the CEO and you're in charge!

GAME VERSION

- 8 MEGABIT CARTRIDGE
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- 1-4 PLAYERS
- REALISTIC BUSINESS STRATEGY

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ENTERTAINMENT SYSTEM

KOEI

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Have We Got a Role for You to Play!

KOEI means role playing. And this fall KOEI continues the tradition but with a twist. Not only is KOEI releasing a host new line of RPGs, but we are inviting you to take on the role of creating a new company slogan! As you build your airline empire in **AEROBIZ** (SNES), sail the rough seas of **UNCHARTED WATERS** (SNES, SEGA & IBM), fight for American independence in **LIBERTY OR DEATH** (IBM) and reclaim the kingdom of Shumen to peace in **GEMFIRE** (SNES, SEGA, IBM), take a break and come up with a

new KOEI company slogan.

The winning slogan will capture the excitement of these new titles with the intensity of past KOEI games such as **ROMANCE OF THE THREE KINGDOMS**, **GENGHIS KHAN** and **NOBUNAGAS AMBITION**.

Once you have a slogan, fill out the entry

form and send it in. If you play

the role right and your slogan is selected, you'll win one of many great prizes. Now that we've offered you the role, are you up to the challenge?

Prizes will consist of the following: One grand prize G&G/Captain 5500 gift certificate, five first place prizes consisting of a KOEI game library (choice of any three KOEI titles on stock) and 20 second place prizes consisting of a choice of one KOEI title on stock. All winners will receive a 1-year subscription to Electronic Gaming Monthly and a TGM t-shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOEI playing cards.

**ELECTRONIC
GAMING
MONTHLY**

G&G/CAPTAIN

The contest officially opened on October 1, 1992. All prizes are available in the United States and Canada. The drawing of the prizes will be held November 1, 1992. The winner will receive a copy of the KOEI Game Library (choice of any three KOEI titles on stock), 20 copies of the KOEI Game Library (choice of any three KOEI titles on stock), a TGM t-shirt, and a 1-year subscription to Electronic Gaming Monthly. The grand prize winner will receive a G&G/Captain 5500 gift certificate, five first place prizes consisting of a KOEI game library (choice of any three KOEI titles on stock), 20 second place prizes consisting of a choice of one KOEI title on stock, a 1-year subscription to Electronic Gaming Monthly, and a TGM t-shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOEI playing cards.

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**Liberty
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Death**



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Available for SNES,
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SUPER ANIMEBOOK

GENESIS

All The Hudson



Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with Incredible music
- Power up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers

If you are unable to find any of these titles at your local retailer, you can order direct by calling:

(415) 455-4400!

Best From n Soft



Felix the Cat

For play on the Nintendo Entertainment System

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many characters from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk's Adventure

For play on the Game Boy System

- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II

For play on the Nintendo Entertainment System

- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode



CIRCLE #109 ON READER SERVICE CARD

JVC, LUCASARTS & EGM WANT YOU!



WANTED: JEDI KNIGHTS TO ANNIHILATE EMPIRE!

Rid the galaxy of evil Empire scum. Join the Rebel Alliance today and blast your way through a dangerous, interstellar adventure.

But first, a little Jedi L.Q. test. Answer the following questions to see if you're worthy of this revered position. Six correct answers will qualify you to win one of the prizes below. Mail your answers to EGM at 1920 Highland Ave., Suite 222, Lombard IL, 60148 by January 31. Be sure to include your name, address and telephone number on your entry.

QUESTION TIME:

- 1.) From what famous Jedi Knight does Luke Skywalker get his lightsaber?
 - A. Max Muller
 - B. Obi-Wan Kenobi
 - C. Sir Lancelot
- 2.) Which is a Rebel Alliance starfighter?
 - A. Z-wing
 - B. TIE Interceptor
 - C. Star Destroyer
- 3.) Where does Luke Skywalker first meet Han Solo?
 - A. In the cantina at the Mos Eisley Space Port
 - B. In the hangar where the Millennium Falcon is docked
 - C. At Bennett College

- 4.) What is Darth Vader's other name?
 - A. The Lord of the Flies
 - B. The Lord of the Rings
 - C. The Lord of the Sith
- 5.) What is the name of Han Solo's ship?
 - A. Explorer
 - B. Millennium Falcon
 - C. Enterprise
- 6.) What is the name of the Empire's ultimate weapon?
 - A. Death Star
 - B. Star Annihilator
 - C. Death Star

Helpful Note: The answer to at least one question appears on the Super Star Wars game box.

GRAND PRIZE

One winner will get to have his or her face included in LucasArts' next Super Nintendo adventure, *Super Empire Strikes Back!* (working title). Just supply EGM with a clear, color photo of your face, and the genius artists at LucasArts will transport you into Super Empire to join forces with the famous intergalactic heroes of *Star Wars*.



FIRST PRIZES

Five winners will receive a full-head Darth Vader mask suitable for scoring The Force out of any number of the Rebel Alliance.



SECOND PRIZES

Five winners will get the just-released "From Star Wars to Jedi: The Making of a Saga." The video depicts the making of the "Star Wars" trilogy and is full of behind-the-scenes special effects and interviews.



THIRD PRIZES

Ten winners will get an official, original, 100% cotton "Star Wars" T-shirt.



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HELP US,
BATMAN...?!

ENTER
TODAY AND
IT COULD
BE YOU!

DC SUPER-HERO™ SWEEPSTAKES

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 ADDRESS _____ CITY _____ STATE _____
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Official rules and conditions for this sweepstakes are available in the form of a separate document. By entering your name, you agree to the rules of this contest, and you understand that the prize is not cash or negotiable. The prize is a one-of-a-kind illustration of you in your favorite DC Comics costume. The prize is valid in the United States and Canada only. The prize is not valid in Puerto Rico, Alaska, Hawaii, or any other territory or possession of the United States. The prize is not valid in any other country. The prize is not valid in any area where the laws or regulations of any country prohibit or restrict the sale or distribution of such products. The prize is not valid in any area where the laws or regulations of any country prohibit or restrict the sale or distribution of such products. The prize is not valid in any area where the laws or regulations of any country prohibit or restrict the sale or distribution of such products. The prize is not valid in any area where the laws or regulations of any country prohibit or restrict the sale or distribution of such products.

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A Classic Western Now



Saddle up your
Sego™ Genesis™

and fill your TV screen with the guns obnoxious action of *Sunset Riders*, the wild western arcade hit of the year.

Bounty hunt the frontier's fiercest fiends through treacherous territory including lawless outposts like Reechforem Gulch. The stampede of bad guys will keep one or two tough hambres busy firing, fast and furious at cattle thieves, gunslingers, and Indians who have no reservations about attacking.

The trail is littered with extra bounty loot, six-shooter power-ups and decidedly destructive dynamite. Ride your trusty steed through bonus stages that hold survival items more precious than a sock of gold dust. And get a feel for the trigger in the Versus mode where you and your campadre can shower each other with lead. Hat dang, be sure to hitch up with the most rip snortin', knee slappin' blast from the past that ever rade into town!

KONAMI

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CIRCLE #136 ON READER SERVICE CARD.

BEHIND THE SCREENS

THE MAKING OF ROAD RASH 2

What if?

Wouldn't it be cool if you had a favorite hobby or sport, had the talent to create a video game, and made a game that not only lauded your hobby, but let you do things in the game that you would never do in real life.

That's exactly what Electronic Arts Producer Randy Breen has done

with Road Rash and the soon to be released Road Rash 2.

What was?

Breen is an avid motorcycle enthusiast who frequently rides his Yamaha FZR-1000. "I love riding my bike," he explained, "and I wanted to make a game that added an element of action not usually found in racing games."

Saying Road Rash has an element of action is certainly an understatement.

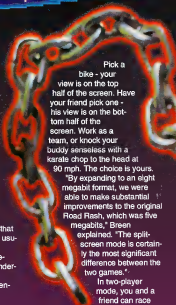
And in Road Rash 2, the adventure gets even better.

What is?

Road Rash 2 is the product of a dedicated team of three programmers, five graphic artists, and four track builders at Electronic Arts, that successfully takes gorzo-cycling to new levels.

Breen and his crew have made a game where you can not only smash computer opponents or yourself while zinging along on a super-bike - you can now smash your best friend.

The two-player split-screen mode featured in Road Rash 2 is the most obvious improvement over the original version.



Pick a bike - your view is on the top half of the screen. Have your friend pick one - his view is on the bottom half of the screen. Work as a team, or knock your buddy senseless with a karate chop to the head at 90 mph. The choice is yours.

"By expanding to an eight megabit format, we were able to make substantial improvements to the original Road Rash, which was five megabits," Breen explained. "The split-screen mode is certainly the most significant difference between the two games."

In two-player mode, you and a friend can race with or without the presence of computer opponents. Breen revealed that a good way to explore the game is by playing in the one on one mode. "You can choose any bike, go to any track, and choose any weapon. The one left standing is the winner," he said.

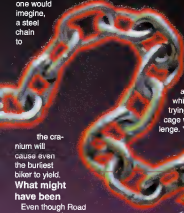
The one player mode has also been revved up with new features. "We spent a lot of time improving the interaction between computer opponents and the driver(s)," said Breen. "The opponents in Road Rash 2 are much less predictable - and much more pesky, particularly



at higher levels."

Opponents also have more distinct personalities. Some are more interested in the road in front of them than they are in you, while others seem intent on bashing you into the blacktop.

Another added feature to Road Rash 2 is the steel chain. This weapon allows the racer to wreak unprecedented havoc on his unlucky opponents. As one would imagine, a steel chain to



driving rainstorm is difficult and dangerous, but doing so while an opponent is frantically trying to bury a club in your rib cage would pose a unique challenge. "The

the cranium will cause even the burliest biker to yield.

What might have been

Even though Road Rash 2 is packed with improvements that clearly make it a better game than its predecessor, Breen said there's still some things he had to leave out.

"When creating a game, you're constantly making compromises," Breen said. "You have to design a game to work within the constraints of the hardware it will be used with."

"One of the guys who worked on the game owns a Harley Davidson and wanted to put that style of bike in the game," Breen said. "But if we did that, we would have had to sacrifice some other aspect of the game such as slowing the game speed or using more simplistic backgrounds."

Weather is another feature Breen would have liked to have added to Road Rash 2. Riding a motorcycle in



Randy Breen of EA headed the team that created Road Rash 2. Breen and other RR2 members are avid motorcycle enthusiasts.

hard-ware just wasn't fast enough," Breen sighed.

But Road Rash 2, working within the limitations of the Genesis, seems to have struck the perfect balance between graphics, playability, and tempo.

What will be?

With the release of Road Rash 2, the inevitable question is: Will there be a sequel to this sequel?

"So far, nothing has been signed," Breen said. "But I'm thinking about it. If there is a Road Rash 3, it would have to be dramatically different in looks and gameplay from the first two. We'll have to wait and see."

Meanwhile, Road Rash 2 seems destined to rocket to the front of the pack of hot cars for the

Christmas season. Now if I could only find my black leather jacket...

THE GREATEST PLAYOFFS IN NBA HISTORY.

It's showtime. Bulls vs. Lakers & the NBA® Playoffs!
The new updated version of the game awarded
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Bulls vs. Lakers raises pro basketball to new heights. With twice as many teams: all 16 of the 1991 NBA playoff contenders plus both All-Star squads. More signature moves and more tasty dunks than a donut shop. Better defensive control

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And, of course, you get to play with the best guys ever to lace up a pair of hightops. High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.



Use the EA SPORTS™ T Meter to control the power and accuracy of free throws. Sink your shots or sink your team.



BEHIND THE SCREENS

THE MAKING OF

PHANTASY STAR

Mention role-playing games to any Sega player and the one game that always comes up is *Phantasy Star*. Not only is it the most popular Sega RPG, but it also is the game most players want to see another sequel made. Having heard rumors this last summer that the fourth in the series was about to be started, the EGM editors packed their bags and headed out to Japan to interview the design team working on PS4 to find out the latest scoop on this super secret sequel.

Working quietly in one of Sega of Japan's R & D labs were the three main people of the PS4 development team. The head of the team is

Mr. Minoru Kanari, Manager, Consumer Products R & D Department; "Reiko" is the crew chief and "Tohru" is the head programmer and designer. Together they create the game concept, the character artwork and supervise the programming end day to day activities.

When we arrived, the development team had just finished the storyline and started working on the actual layout of the game. They expected that the game would be completed



The key people in the PS4 development team: Mr. Minoru Kanari, "Reiko" and "Tohru".

near the end of 1993. Although the programming hasn't been started yet (they did give EGM copies of the artwork to be used in the game), Mr.

THE EVOLUTION OF THE PHANTASY STAR RPGS

	PHANTASY STAR 1	PHANTASY STAR 2	PHANTASY STAR 3	PHANTASY STAR 4
COMBAT				
DUNGEON				
VIEW				

The goal of *Phantasy Star 4* is to take the best from the last three games and to go beyond anything done to date on any system. Their plans for the three main parts of the FRPG include

BATTLE SCENES: In the version, the developers plan on continuing to use the point-and-click icon lighting control similar to that found in *PS3*. This has proven to be a lot simpler than anything used in the past. There also will be more background detail, and the enemy and characters will have smoother animation and more realistic attack moves in the lighting sequences.

CAVERNS: *PS4* will make more use of the multi-level scrolling backgrounds as found in *PS3*. There will be more mazes, both underground and multi-story castles, and they will also be much more complex with a lot more enemy to fight.

OVERWORLD: The developers hope to show the above ground area and overworld in a manner that will have more of a 3-D perspective rather than a straight overhead view. There will be three levels, a much area to explore, including visiting three planets, two satellites and a yet unnamed mystery area.

Kanari was able to discuss the storyline and how this sequel will tie in with the previous versions of the game.

As to the time line, PS4 will not be a sequel to PS3. Rather, Reiko stated that PS4 will begin about one generation after PS2. With PS4 so chronologically close to PS2, some of the main characters in PS4 will be related to the heroes of the second quest. Reiko states that there will be a maximum of five characters in the game. You will start out as Rude Ashuru and as you explore the main world you will find the other characters who will want to join you on your quest. Each character will have certain strengths, weaknesses and special abilities.

Rude is a hunter and he will be a strong fighter in battles. His main weapon is the sword. Later you will find Sael Uorushu. She has very strong magical powers but very weak fighting skills.

The third member of your party is Fuaru. He is a neo-human and has no primary trait. His fighting ability is only average and he can cast only a couple of different spells. The fourth member of your group is Fuoren. He is an android and has exceptional



Dark Force will be back again in PS4!



Sael Uorushu is a mystic. Her main trait is her ability to cast very powerful spells, strength and great fighting abilities. The fifth person has not been identified yet.

The game will only go on for the life span of the main characters, though. It will not continue for generations as PS2 did.

PS4 will take place in the same solar system and on the same world as PS2. However, in this version, there will be a total of 3 planets, two moons and one more mystery location that will have to be explored. One of those new moons will now be circling the home world and it will play a very important part in your quest. The whole game will be at least three times as large (explorable area) as PS2. There will be three times as many things to do in this version including exploring maze-like underground caverns,

dark, monster-infested mechanical dungeons and large castle like structures with tons of hidden rooms and surprises.

Reiko states the every effort is being made to make PS4 better than the previous versions. There will be more detail in the cities and countryside. There will be more people to talk to and more things to do and see. There will be double the magic spells and a lot more weapons to get and use. The fighting scenes will be more realistic with better backgrounds and more character animation. The easy to use point-and-click icons from PS3 will again be utilized. The caves and mazes will have three or four levels of parallax, giving the overall impression of great depth.



Rude Ashuru is a descendant of one of the four main characters from PS2.

It has been a long time since we saw a good RPG from Sega. PS4 has the potential of becoming their next mega-hit but unfortunately it will be quite a while before we see an English version. Until then, you can count on EGM to keep you informed on all of the latest developments.

THE CAST OF PHANTASY STAR 4



Rude Ashuru (Hunter)



Sael Uorushu (Mystic)



Fuaru (Neo-Human)



Fuoren (Android)

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FATAL FURY



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GENESIS



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Video Game Division

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A. Hard Court
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SUPER NES

BUBSY

The Bobcat

1993 - THE YEAR OF THE BOBCAT!

Watch out! A certain bobcat is rearing to let its claws loose upon all Super NES owners! Enter Bubby, a cat that will probably be a trend-setter for all forms of games as well as cartoons everywhere! Bubby goes where no cat has gone before, and that is to 16 meg filled with sizzling animation and some of the most cartoon-like graphics you will ever lay your eyes on! Cartoon is the word, and you will get at least 20 forms of it! Everything from shooting birds away from your head when you get



CLAN ENCOUNTERS OF THE FURRED KIND

dizzy, to lighting one of the enemy characters is presented in great detail Bubby delivers some of the slickest animation that has ever been offered in a game. Not only that, but the sounds will range from a child's voice all the way to a cat hissing in a fight. What

we have here is only a preview of what it sure to be one of the biggest blockbusters of the year! All of the sights, sounds, and animation make you feel like you're right in the center of a cartoon. Don't forget to look for some hidden power-ups while having fun (you can easily forget when playing this

game.) Stay tuned for more info on the adventures of your favorite bobcat!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCOLADE	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	N/A	ACTION	40%	

BOXES O' FUN!

ACCOLADE

Any sane person should know what these do!



YARN BALLS

Like the coins of other games, these add points!



ANVIL

Think like a toon and you will know where it lands!



TACKS

Step on these and you will pop! Really!



ENTER A COOL CAT NAMED

Address: Silicat Valley, CA
 Occupation: Professional Toon
 Birthday: April 7
 Birthplace: Catskill Mountains
 Age: 15 minutes older than you think!
 Species: Bobcatfacts Toonacus

Bubby



TERRIFIC CARTOONY ANIMATION!





The lands in Bubby are decorated with many strange items. They can range from odd-looking buildings to trees with springy limbs to secret manholes that lead to more treasu... I mean more yarn balls and up to three T-shirts!

1-1 CHEESE WHEELS OF DOOM

Here is the best place to learn your skills. The enemies are not that tough, and the local woolies are just a bunch of stationary oafs. Look out for hidden rooms down drain pipes!

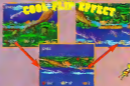


Practice makes perfect. Find out which water slides go where for fast transport!



1-2 FORBIDDEN PLUMMET

There are plenty of pitfalls in this level as well as hidden bonus rooms. In addition to the water slides, tougher Woolies and a hidden cave of surprises awaits you!



1-3 A BRIDGE TOO FUR

Watch your step, because this zone has nothing but water beneath you! Once you get closer to the end, the aquatic death lessens. Be prepared to meet a huge Woolie spacecraft!



Get ready for some saucer slapping in the final section of World 1!



THAT'S ALL FOR NOW, BUT STAY TUNED TO EGM FOR MORE ON THIS SUPER SMASH HIT OF 1992! HERE IS A PREVIEW OF WHAT TO EXPECT IN FUTURE PAGES OF EGM!



In World 2, cruise the fairgrounds and hop on a roller coaster or two.

WORLD 2 A giant fairground

Filled with roller coasters and boxes!

WORLD 3 An old Western train

Get on the train for the ride of a lifetime!

WORLD 4 A forest river

Ride a log and face the river perils!

WORLD 5 Tree limb-hopping forest

Well, do you need to know more?

Plus lots & lots more!



Watch out for the crockogators that will go after your raft in World 4!

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAPCOM	SUPER NES	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEMATIC	% COMPLETE
8 MEG	16	ADVENTURE	15%

THE MAGICAL QUEST

Starring

Mickey Mouse



IT'S A SMALL WORLD AFTER ALL!

Poor old Pluto has been kidnapped (or is it dognapped?) by the evil Emperor Pete and is going to get a curse put on him if Mickey doesn't find him in time.

Get ready for one of the most graphically impressive games that ever hit the Super NES! This animated adventure features six beautiful landscapes filled with Disney-related creepies that will do



HAR HAR!
Lets see ya get to me in this land!

their best to lay you to rest! Strap on special suits with magic abilities to help you in your search for Pluto. Spray the enemies with a hose, toss items or throw magic fireballs at every nasty you run into! The graphics do Disney supreme justice, making you feel like you're in one of their animated movies rather than just a cutesy action game! The animation is top notch and is filled with some incredibly hilarious over-the-top. Stay tuned for more on this great cart!

CHECK OUT THE MANY FACES OF MICKEY!

REGULAR MICKEY

Mickey can grab items or enemies and give them a good spin toss!



FIREMAN MICKEY

Hose down the buggers with a blast of concentrated water!



MAGICIAN MICKEY

You now have magic fireballs that have three intensities!



CLIMBER MICKEY

Mickey is given a suit that can latch onto ledges or grab items!



TREETOPS

Practice for a bit in this level, here you can find some special hidden doors that will reveal power-ups!



This snake has sections that come off each time you nail it in the head!

This massive bird will fly at you head on or drop small birds or egg yolk on you.



Don a climbing suit and head up the mountain. Watch out for the wind tunnels and other obstacles!

PETE'S PEAK

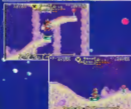
DARK FOREST

Grab the Magloian outfit and blast everything in sight! Swim through the tree sap and get to the end!



Watch out for this rotating spider that charges at you while shooting web!

This cool boss skates and flips on the ice haligipe and spits snowballs at you!

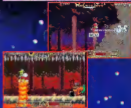


Should you slip on your firesuit (hey, I made a funny!) your water can freeze to form steps!

ICE MOUNTAINS

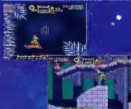
FIRE GROTTO

Don a climbing suit and head up the mountain. Watch out for the wind tunnels and other obstacles!



Use the hose to cool down this creep. He sets the platforms on fire for a hotfoot!

Emperor Pete is ready with magical firepower and spells just for you!



Here's the final showdown! Fly on magic carpets or climb your way up to Pete. Watch for false doors!

PETE'S CASTLE



SUPER NES

Congo's Caper

CONGO BONGO

While the little apes were doing whatever it is apes did in prehistoric times, two strange red orbs dropped from the sky. Two apes, not knowing what they were, touched them. In a flash, the two evolved thousands of years ahead of the other chimps. They were Congo and a girl. Suddenly, a little demon swooped down, stole the girl and changed Congo back into his original form. This made Congo very angry, but what could a chimp do? His prayers were answered as another red orb fell, and soon Congo began his quest to get back his lovely mate!

Data East does it again with another caveman-type action game, Congo's Caper! Unlike the previous Joe & Mac, Congo sans the two-player simultaneous mode (but two people can still play, just at different times). The enemies are also an improvement: not only do dinosaurs appear as adversaries, but four deadly scoundrels each with special destructive powers stand in Congo's way as well. Congo must traverse each world these meanies are rulers of in order to find his mate, and he can select any area he wishes! But don't think Congo is immortal: his advanced state is limited to one hit. If he does take a hit, it's back to his chimp form!

To change back into his advanced form, crack open the red eggs along the way and find the red orbs! If Congo collects three of these red orbs without taking a hit, he is Super Congo: he can hit harder, jump higher, and every red orb he collects thereafter in his super state gives him an extra hit point, up to three maximum: every orb gathered after that gives Congo an extra life! Congo is armed with a club and a super jump to smash his enemies - as he has in his chimp form! But remember, Congo can only do it with your help, so help solve Congo's Caper!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	60%



1. The moment you jump off the ledge, this level starts scrolling.
2. This dinosaur is not harmless! It will begin chasing you through the cave and stopping to rest only for brief periods of time! Keep running and stay well ahead of it!
3. Do not use a super jump to get over the spikes: you will hit the roof and fall on them. Use a regular jump instead.
4. Take time to crack open the egg here and get the red orb. If the dinosaur is on your heels, don't bother. There are also two cave-men that you have to pass.

CONGO'S WORLD



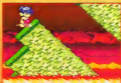
These are the four worlds Congo must pass in order to win back his mate. Match the numbers above to the ones on the right for a peek of each!



1: Run as fast as you can to avoid the ball that flattens everything in its path!



2: Swim carefully, avoiding the sawfish and spikes while the water rises!



3: Jump from sinking column to sinking column while dodging enemies!



4: Ghosts are here! Touch the bulb to flash a light and make them vanish!

CONGO'S MOVES:

Congo can wield his club in three directions to stun or smash his many deadly enemies!



CONGO'S ADVERSARIES

NATIVE KILLER



You'll have to fight him for yourself - we can't tell you everything!

WICKED PIRATE

Uses his big grappling hook to ewing at you as he throws mines!



EVIL INVENTOR



Attacks with a mechanical dinosaur and later in a flying saucer!

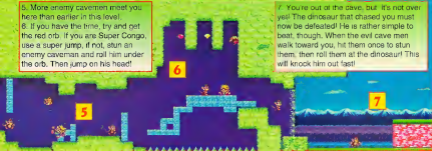
VAMPIRE

This blood sucker attacks with a horde of his hungry vampire bats!



5. More enemy cavemen meet you here than earlier in this level.
6. If you have the time, try and get the red orb. If you are Super Congo, use a super jump, if not, stun an enemy caveman and roll him under the orb. Then jump on his head!

7. You're out of the cave, but it's not over yet! The dinosaur that chased you must now be defeated! He is rather simple to beat, though. When the evil cave men walk toward you, hit them once to stun them, then roll them at the dinosaur! This will knock him out fast!





SUPER NES

*TO THE
VICTOR GO
THE SPOILS!*

After a rough day of hunting food for their families, Erik the Swift, Baleog the Berserker, and Olaf the Stout settle down for a peaceful rest. Suddenly, a huge U.F.O. appears in their village and abducts the trio. Little did they know that they are about to become a permanent collection to the evil Crutonian ruler, Tomator.

Tomator plans to trap all unique life-forms and add them to his gallery. But he didn't plan on three of his life-forms revolting!

In *The Lost Vikings*, you take control of three daring Vikings as they plan their escape from the U.F.O.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	INTERPLAY	SUPER NES	MODERATE	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	35+	PUZZLE	90%	

THE LOST VIKINGS

only to find themselves tossed into a different time era each time they open a door! Take on vicious dinosaurs in prehistoric Earth, space aliens on the spaceship, and kooky pharaohs in the ancient and mysterious Egyptian pyramids!

The liveliness of the Vikings comes alive through text balloons filled with humorous personalities. They crack jokes at each other while their slapstick humor will keep you playing for hours.

Erik, Baleog, and Olaf need your help to escape the Crutonian ruler and safely return home to their lovely Viking women.



Gives your Viking another hit point marker.



Flame Arrows toast the strongest foes with one shot.



Anti-Gravity Boots let you stick into low gravity floors.

Power-ups and Items!



Question Blocks offer advice when you need it.



Bombs are used to blow up key areas of the ship.



This icon wipes out all the enemies on the screen.



The Switch Boxes can turn traps on and off.

Returns full hit points to your wounded Viking.



Olaf the Stout



Olaf the Stout is the defending character. His shield can block any assault and he can use it to hang glide to safety. He is the slowest character but has very high stamina.



Baleog the Berserker



Baleog the Berserker is the offensive character. He can shoot arrows and swipe with his sword, but he cannot jump or defend himself. His muscles make up for it, though.



Erik the Swift



Erik the Swift is the quickest of the Vikings. Although he can jump very high, he has no offense or defense to use against enemies. His headbutt technique can crumble walls.





Strategy Session

Here are some hints to help you get through the last part of Stage 11

- 1) Keep away from this meat grinder!
- 2) Press this button to turn off the laser.
- 3) Dodge the blasts from the cannon and grab the Yellow Key.
- 4) Insert the Yellow Key in the keyhole.
- 5) Step inside the transporter and press the 'A' button to activate it.
- 6) You will end up in a new location.

- 7) Erik must use Olaf's shield to give him a boost to grab the Gravity Boots.
 - 8) Have Erik equip the boots and run to switch off the gravity control module.
 - 9) Now Olaf and Baleog can battle the sentry guards and make it to the exit!
- a) If hit points need to be rejuvenated, pick up the apricot to give them a boost.

Egyptian Pyramids

Enter the mythical Egyptian pyramids where ancient Pharaohs have booby-trapped their burial sites to warn off intruders! Face new foes and learn some new techniques.

- 1) Baleog's arrows can trip this switch to make the floor (a) drop.
- 2) Once again, shoot this switch to drop the floor (b).
- 3) When Baleog shoots this switch, have Erik run to the other side before the wall drops down again.
- 4) Make Erik pull this lever to raise the door, place a floor (c), and let your comrades safely pass through.
- 5) These guards attack with ferocity.
- 6) If Erik headbutts this wall, it will reveal a secret passage to collect flaming arrows and another hit point marker (7).



But wait! There's more!

Each new stage puts the Vikings in some mind-bending scenarios. They will head back in time and face hungry dinosaurs and spitting snails! Lava pits and flowing waterfalls present unique dangers as well!

Enter damp caves where the only light comes from the lava flowing toward you. Not even Olaf's shield can stop this catastrophe! Search for hidden rooms that reveal shortcuts and intense power-ups. Look for these and many more levels as you help The Lost Vikings return home.



Space aliens will offer clues on how to disarm traps and get away safely.

Teamwork is the only way to get through some tough situations in Vikings!

SUPER NES

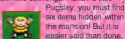
THE ANIMATED ADDAMS FAMILY
IN
THE SCAVENGER HUNT

The Addams Family

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	OCEAN	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	50%

JOIN THE HUNT!

The Addams Family is back for the ultimate scavenger hunt! As little



Pugsley, you must find six items hidden within the mansion! But it is easier said than done,

as your fellow family members have taken steps to make things difficult for you. They have stocked their rooms with gory dangers and have hidden the exits and passages! You start with four lives and a heart meter with three hearts; each hit you take removes a heart. When all three hearts are gone, you go six feet under! You are simply armed with your running and jumping skills, and your intelligence to solve the puzzles in the rooms! So join the Addams family... if you dare!

ITEMS & MOVES

DOLLARS

100 = One bonus life.
25 = One bonus heart.



HEART

Increases your life meter by one heart.

1UP

Gives you an extra life for more chances.



CRAWL



RUN



DUCK



WALK



JUMP



SLIDE



Master Pugsley's moves to speed through the mansion

The Addams Mansion

Welcome to the Addams Family scavenger hunt! Through these six doors (and one mystery room) you will find the following items: Octopus Ink, Moldy Cheese, Spider Venom, Dragon's Fire, Normal Underwear, and the Magician's Gloves! Match the numbers on the map here to the ones on the other page.



BASEMENT**BASEMENT**

Boy, it's dark down here! You can see very little in front of you so you don't know what's coming! Go slowly here, watching for spikes, blobs that drop from above, and lethal bubbles!



Proceed cautiously - you are limited as to what you can see ahead of you.



To beat this pesky pendulum, jump on the platform, then wait to jump over it.

MORTICIA**MORTICIA**

Some say Morticia is cold, but this is ridiculous! Watch your step on the floors - they are slippery, as are your adversaries. Several blocks must be hit in this area for staircases to appear!



Hit the blocks (circled) and a staircase will appear to speed you on your way!



If you hit the secret blocks, you can enter the dollar room for big bonuses!

WEDNESDAY**WEDNESDAY**

Upstairs you'll find your loving sister's room. The entire stage is presented in a crystal ball with her looming at you! Several armored knights await you here, as do fireballs and spikes!



Don't jump too high or you won't get passed the hanging spikes!



Ride the guillotine to get the question mark - you can't pass the wall without it.

UNCLE FESTER**UNCLE FESTER**

There are many experiments loose in Fester's lab, and you must pass them all to get your item. Watch for hidden paths, flames that push you up, eyeballs, dropping acid and flies!



Grab the first question mark, not the second, to get the dollars underneath!



Hit these green blocks from below to make a path out to the upper left.

GOMEZ**GOMEZ**

The party's over when you enter this giant bathroom! There are many chains to climb and nasties to watch for! Yellow blocks are the key here - hit them from below to dissolve walls!



You can't kill these killer crabs; just avoid them by climbing the chains!



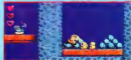
You must get all the question marks before you can get past the yellow wall.

COUSIN IT**COUSIN IT**

Climb the rope and it's off to the attic, which is infested with mice, missiles, cannons, bats and various explosives! Some of these can be used to your advantage - like wrecking walls!



Ride the cannonball to force it down in order to smash the yellow wall or blocks.



You can enter some of the rooms by simply running through the walls!

SLIPPER NES

WAYNE'S WORLD

TV LISTINGS - FRIDAY

10:30 p.m. shows:

NBC - The Tonight Show
 ABC - Nightline
 COMMUNITY ACCESS CHANNEL
 Wayne's World Special Tonight, the dudes discuss their strange experiences when sucked into a video game (rated as the worst game for this week).

You've seen them on television, you've seen their movie, now play them on your Super Nintendo! It's Wayne's World, the video game!



GARTH

While playing the worst video game of the week, Zantur the Gelabous Cube, Wayne and Garth, are suddenly pulled into the game! Then a purple mass takes Garth away and Wayne is left to fend for himself inside the warped video world. His weapon: an

electric guitar that belts out music which destroys the enemies. However, targeting those enemies is an entirely different story: they take the shape of guitars, tubas, old camera disco balls, Styrofoam cups, sugar cubes, cellos, and even kazoo! Wayne must run through each level, searching for the exit. He can power up his guitar weapon with a variety of items



WAYNE

including amplifiers and electricity, and the power-ups become more powerful with each level. Wayne starts each game with five lives and five life points. Each hit takes off a life point, lose five life points and lose a life! However, extra life points can be found in some of the levels! With amazing graphics, excellent voice digitization and sound effects, not to mention truly rockin' music, Wayne's World is a blast! Party on!



DISCO INFERNO: This totally uncool Disco Ball fires lasers in all directions!



My friend... NOT! This bogus boss shoots lasers and guided shots!

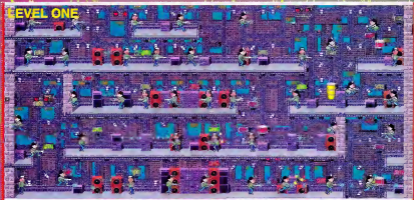


In the donut shop: Many hazards here include the attack of the Fruit Loop Man!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	THQ	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	85%



LEVEL ONE



Twang your guitar to fire a deadly sound bolt at your foolish foes!



ARROW: Schwinnng! Eliminates all the baddies on screen!



AMPLIFIER: Adds more wattage to your guitar for more power!

THE CONSTITUTION OF WAYNE'S WORLD:

...THE RIGHT TO BEAR GUITARS!



FAST: Grab this item and you can strum your guitar rapidly!



THUMBS UP: Adds more energy to your life meter! Excellent!



ELECTRICITY: Makes your sound blasts travel up and down!



SUPER NES



This is the shop where you sell and trade items!



Don't jump onto the plungers or they will explode instantly!



Make a deposit at the bank and you will soon be rich!



If you run into this guy it will cost you a nickel or your life!

DON'T FOOL WITH COOL!

Welcome to COOL WORLD, a land inhabited by cartoon characters called doodles. They all have bad attitudes and a yen for vice. The boys at Ocean have taken this summer's animated yawn-fest and turned it into a fairly decent video game. The graphics are impressive and the game play is unique in many respects! This is one game that really takes advantage of the Super NES' capabilities. Step out of your ordinary world and help Deebs get a grip on Holly, stay out of jail, and set things right once and for all in a place that the coolest of the cool call COOL WORLD!



THE BIG COOL WORLD CASINO!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
OCEAN	SUPER NES	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	60%



COOL WORLD

BAZOOKA

BLITZKRIEG

BAZOOK'EM! WITH BAZOOKA BLITZKRIEG!

Sylon Inc.'s mainframe was on the blink. A rogue computer virus planted by industrial terrorists had done the job nicely, unleashing thousands of Sylon's top-secret XT7 Cyberg-Commando Fighting Machines on the helpless population. There was just one hope. Armed with the Super NES Super Scope you must battle your way into Sylon Inc.'s tightly guarded computer complex and vaporize the malfunctioning mainframe!

The exciting new Super NES Super Scope™ game is here! And this devastating advance in technology is aiming to blast Bandai's Bazooka Blitzkrieg™ to the top of the charts. So when it comes to blowing away the competition, we've got only one thing to

SAY, BAZOOK'EM!



DESIGNED BY BANDAI AMERICA, INC. ARTWORK BY GUY HERRON
PROGRAMMED BY TONY AND THE ARTISTS. MUSIC BY MICHAEL
TUCKERMAN IN ASSOCIATION WITH BANDAI INC.
SUPER NINTENDO AND THE
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CIRCLE #119 ON READER SERVICE CARD.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

**BAN
DAI**

LETHAL WEAPON 3

THEY'RE BACK!

Los Angeles cops Riggs and Murtaugh, along with Internal Affairs officer Cole, are back on the silver screen and blasting onto the Super Nintendo! As Riggs, you must fight through five levels of criminals and bring down the bad guys! Riggs is armed with his trademark 9mm Beretta service pistol with six shots per clip.

If Riggs gets trigger-happy and runs out of bullets, he himself turns

into a lethal weapon! In addition to being a class-A shooter, Riggs can jump, swim, climb chains and ropes as well as destroy his enemies with devastating kicks!



THE MAIN POLICE STATION



1. THE BOMB SQUAD



Search for criminals high above the city! Jump over gaps appearing in the floor!

2. KIDNAPPING



Press buttons in the tunnel to make floors magically appear over the holes!

3. NARCOTICS



The crime takes place at the docks, but later moves to a shipping freighter!

4. PLAIN CLOTHES



Riggs must swim and jump his way through these underground tunnels!

RIGGS' MOVES

DUCK



FIRE



JUMP



KICK



FACT FILE

MANUFACTURER MACHINE DIFFICULTY AVAILABLE

OCEAN SUPER NES MODERATE 1993

CART SIZE NUMBER OF LEVELS THEME % COMPLETE

8 MEG 5 ACTION 30%

CAVE-MANIC!

Out of the arcades and into your Super Nintendo, Nintendo® and Game Boy!

JOE & MAC



Those nasty Neanderthal nerds have kidnapped the cave babes and it's up to Joe & Mac to get 'em back! Risk raging rapids, runaway boulders, tyrannosaurs and ptero-



DATA EAST USA, INC.
1693 Little Orchard Street, San Jose, CA 95125

ducts on your mega-mission to bash the bad guys and race to the rescue!

There's no time to lose—so grab a game and kick some dino-buttl!

Joe & Mac: TM & © 1992 Data East USA, Inc. Game Playable © 1992 Data East USA, Inc. Nintendo, Nintendo Entertainment System, Game Boy, and the official and registered trademarks of Nintendo of America Inc.

CIRCLE #118 ON READER SERVICE CARD.

CALIFORNIA

GAMES

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DMTC	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS		THEME	% COMPLETE
	8 MEG	5	SPORTS	100%

HANG GLIDING



Soar like an eagle over the ocean, and drop water balloons on targets!

The dolphins will blow you higher into the sky, bomb them for points!



Targets are a great way to increase your score, but don't hit the water.

BODY BOARDING



Ride the waves on your body board. Spin, flip, and turn turturle over to win this event.



RADICAL DUDE!

Grab your jet ski and your skateboard and get ready to conquer the coast with California Games 2 for your Super NES. This enhanced sequel contains five action-packed events. Play alone or compete against eight other players. It takes practice and skill to become the California champ! Are you cool enough to mess with the best?

SKATE BOARDING



Hand plants and rail slides are a good way to net points, but avoid walls!



Do a loop-to-loop to get an easy 500 points. Keep it up for a 1000 more!



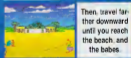
At the end, dodge bathers, and mermaids to achieve total point velocity!

SNOW BOARDING



In this event, you first ride your board down the slope, while jumping obstacles!

When you get to the half pipe, do moves such as a serial to score big points.



Then, travel farther downward until you reach the beach, and the babes.

JET SKI

Jumps will get you far, and if you go fast enough, a lot of points!



Pass the checkpoints for an increase in your score!

Dodge the rocks, otherwise you'll be dumped into the churning surf.





CAPTAIN AMERICA

and The AVENGERS

MARVEL
COMICS

SEGA
GENESIS
ONLY CARTRIDGE

**EXPLODING OUT OF THE ARCADES
AND INTO YOUR GENESIS!**

As *Captain America*, Iron Man, Hawkeye or even as up to you and a friend to foil the evil Dr. Doom's plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!

**COLLECTOR'S
PIN INSIDE!**



**DATA
EAST**

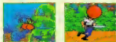
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ARTICLE #116 ON READER SERVICE CARD.

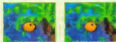
POWER-UPS



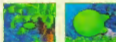
GRAPE- Invincibility



CHERRY- Flight



ORANGE- Bombs



LIME- Kills all enemies

SKULJAGGER



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMERICAN SOFTWAREWORKS	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	7	ACTION	100%

WESTICANS UNITE!

Under the cruel grip of the Kiltish Empire, the people of Westica have suffered far too long. Inspired by a brave warrior Storm, a revolution is brewing against the Kiltish forces. Their only hope of salvation is to defeat Skuljagger, the evil being responsible for the enslavement of the Westicans. As Storm, you must

work your way through seven tropical levels, with three zones in each, in order to rid the island of the Kiltish menace. Danger lurks around every corner, but power-ups such as the Island Lime and Sea Grape will help you combat the evil forces. Tropical times await all who dare to take on Skuljagger!



Bonus areas such as this one are hidden throughout the game. Look carefully!



Escape with Skuljagger's sword through the city streets and the warehouse.



BOSS

Skuljagger has come to get his sword back.



Dump the valuable gemerals into the sea while on the Kiltish freighter.



BOSS

A giant and vicious snap rat has followed you ashore.



Rescue your father from the dark confines of Skuljagger's terrifying prison.



BOSS

Skuljagger is back and this time he's deadlier than ever!

Not Recommended For Cowards.

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear—but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

DRAGON'S LAIR™



SUPER NINTENDO
ENTERTAINMENT SYSTEM

DATA EAST USA, INC. 1050 Little Orchard St. San Jose, CA 95128

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CIRCLE #116 ON READER SERVICE CARD



CLASH OF THE TITANS!

Climb into the cockpit of a giant robot and pilot your way into battle against the deadliest mechanized foes in the universe.

This game is probably the best the Super Scope offers to date. The graphics scroll in blazing speed with awesome bass-sounding explosions! The game play is very cool as there are several special weapons you can pick up. Each mech you face has a different kind of attack, so you have to adjust yours accordingly. Charge up your lasers and get ready for the duel of the century!



Fire an energy charge toward this mean ST's weak spot when the doors open.



Higher level STs are very hard to hit because of their intense shield power.



Take this monstrous mech apart limb by limb and blast his weak spot.



The ongoing dialogue keeps the story interesting and exciting while you play.

STANDING TANK SPECIAL ITEMS

At random, you may obtain one of these items from a beaten enemy. However, the selected weapon may only be used once per round.

I	BOMB	P	PLASMA BOMB	H	HOING LASER
Causes high damage to enemy. 1 per stage.	Use 100% gun charge energy as a bomb.			Beams automatically hit onscreen enemy.	
C	CURSOR	S	SHIELD	V	V-SYSTEM
Appears onscreen for easy enemy targeting.		Shield protects you for a limited time.		Increases power and speed for a short time.	

S.T. PROFILES

There are several robomech soldiers to contend with. Below are the first three of the ten you will face in combat.

GARAM

HEIGHT: 7.55meters
 WIDTH: 7.35meters
 WEIGHT: 21,000kg
 Max Speed: 135km/h

Engine: Madal GSR 1,900kg
 Madal GSX 1,250kg
 Pilot: GUIDO

SCARAB

HEIGHT: 8.00meters
 WIDTH: 7.35meters
 WEIGHT: 58,700kg
 Max Speed: 90km/h

Engine: Eratos FS-V 2,900kg
 Pilot: KHNATON

LORCA

HEIGHT: 9.4meters
 WIDTH: 5.00meters
 WEIGHT: 22,700kg
 Max Speed: 125km/h

Engine: AVG Pegasus 2,330kg
 Pilot: LORCA



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NINTENDO	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	9	SHOOTING	100%

THE SKÜLJAGGER INSULT CONTEST!

The **FREE 24-Hour**
SKÜLJAGGER Insult Line:
1-800-544-5524

Don't miss your chance to hear Super Nintendo's newest and hottest superstar--Captain Sküljagger--as he dishes out a string of his patented insults!

It's a **FREE** number, and Sküljagger is standing by **24 HOURS A DAY**, ready and willing to insult your pathetic gaming skills, your heinous pimply girlfriend, your

cheese-ball clothes, and every other aspect of your sniveling, worthless existence

That's right, he's talking to **YOU**, pig-slime

And in between withering insults, Sküljagger might even give you **TIPS** to help you discover tons of hidden stuff in the amazing new Super NES game, "Sküljagger: Revolt of the Westicans"

That is, if you're not too brain-dead to figure them out, you miserable pus-filled imbecile

Can you handle it? Can you handle the killer Super NES game, you spineless pantywaist? Are you **big** enough?

Remember, it's **24 HOURS A DAY**, and it's **FREE**...because Sküljagger wants you that bad, you contemptible worm!

GREETINGS,
PIG-SLIME!



The Sküljagger Insult Contest:

It's your chance to strike back at Sküljagger!

All you have to do is create your own best insult (50 words or less) and mail it to

**SKÜLJAGGER
INSULT CONTEST
11099 DEERFIELD ROAD
CINCINNATI, OH 4524**

All entries must be received by March 15, 1993.

One 1st Place Prize-Winner:

- A Free Super Nes[®]
- A Free copy of Sküljagger: Revolt of the Westicans
- A Free 2-year subscription to EGM
- A Sküljagger t-shirt

Three 2nd Place

- A Free copy of Sküljagger: Revolt of the Westicans
- A Free one-year subscription to EGM
- A Sküljagger t-shirt

Ten 3rd Place

- A Free one-year subscription to EGM
- A Sküljagger T-shirt

SUPER NES

THE HUNT FOR RED OCTOBER



Here is the map room where you receive all your missions.



The battleship will shoot depth charges and sub torpedoes!



This is the terrorist base that you are ordered to destroy.



A rogue paramilitary group has hijacked a destroyer!



Red alert! The dreaded wolf pack is swarming in for the kill!



This giant squid is not fooling around. Take him out quick!



Defend the huge oil rigs against armed intruders.



Look through the Super Scope and shoot down attacking jets!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HI TECH	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8	5	ACTION	95%

THIS IS NO PLEASURE CRUISE!

Welcome to the Red October, the most high-tech nuclear submarine in the Russian fleet. As Captain Ramius you will defect to the United States and begin conducting missions for the Americans. You will have to be clever because the Red

October will be desperately out-gunned and outnumbered!

The game has good control, and switching between the Super Scope and the joyped is an interesting way to mix things up. Your adventure is filled with stirring graphics and music. This is an exciting addition to the Super Scope collection. So bat ten down your hatches for some real action under the sea!

Unfortunately, things do not always go as planned! Bail out of the sinking sub!

"Nice Shot."

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight ball.



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CIRCLE 2116 ON READER SERVICE CARD



SUPER NES

Jimmy Connors

PRO TENNIS TOUR

RIGHT UP YOUR RACKET

It had to happen sometime... a great player like Jimmy Connors just had to have his own tennis game. As it turns out, he's now playing on the Super NES. PRO TENNIS TOUR serves up one of the best concepts ever seen in a tennis game. You can choose to play as Jimmy Connors or any of the other pro players on the circuit (everyone has a different

strength and weakness to their playing style (i.e., a wild backhand.) Tour the International Tennis circuit by choosing the tournaments you wish to attend. Many games are held at the same time so you must choose wisely. The object is to get points by winning matches. Your world rank is based on the number of points you rack up. Different trophy screens appear when you win tournaments. If you feel the need to practice, the coaching feature proves quite useful. Tennis anyone?



You will need to build a trophy case if you continue to win the tournaments!



Choose the tournaments you wish to play in and rack up those points!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
UBI SOFT	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	8	SPORTS	100%



Indoor tournaments are fast and furious with great sound.



Try the fast-paced challenge of the outside hard courts!



It's snow! Would you believe an outside arctic court?



The grass courts are slower and give shallow bounces!



Higher bounces and shorter volleys thrive on clay courts!



Test your skill on unique desert courts made of sand!



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The Last Files of Sherlock Holmes
Might & Magic™: Gates to Another World
John Madden Football™ '92 and '93
NHLPA™ Hockey '93
Rampart™
Rock Ranges™
Countdown to Doomsday

Rings of Power™
Road Rash™
Road Rash II™
Shadow of the Beast
Shadow of the Beast 2
Team USA Basketball™
Lotus Turbo Challenge™
Starflight™
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EA
ELECTRONIC ARTS

Hotline requires a Touch-Tone telephone and is only available in the U.S.

Call length determined by area; average length is four minutes. Rates may be subject to change without notice.

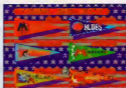
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CIRCLE #111 ON READER SERVICE CARD.



Here is a map of all the Hockey Meccas you will be visiting during the season.



Choose one of the colors for your team and get this show on the road!



There are three players on a team. You control one forward and the goalie!



If a goal is scored then go ahead and start a fight. They must pay to play!



When you win a fight your opponent will skate a lot slower than before!



PAY THE PRICE ON THE ICE!

Here it is, hockey for the Super NES! The folks at TAITO have released a faithful version of this great arcade game! There are three men per team and you have direct control of one forward and the goalie. You and a friend can play on the same team or go head to head with a flurry of checks, fighting skills and shooting skills!

HIT THE ICE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	SUPER NES	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	99%



You made the prized Hat Trick! Now every babe in the stands worships you!



This octopus presents a big hassle on the ice! Is there a draft in here?



It was a long, tough road but we are finally the world champions!

The top half of the advertisement features a dark, atmospheric background. At the top left, a large, glowing orange sun or moon is partially obscured by dark, swirling clouds. The title "SoulBlazer" is written in a large, stylized, orange-to-yellow gradient font with a black outline. Below the title, a long, silver sword with a golden hilt and pommel is positioned horizontally. In the center, a dark, multi-towered castle sits atop a rocky mountain peak. The sky behind the castle is a mix of purple and pink hues. The foreground shows dark, jagged rock formations on either side of the mountain.

SoulBlazer

Do RPG games emphasize boredom instead of excitement?
OR do you feel action games work your FINGERS, not your MIND?

Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."

From the people who brought you ActRaiser.



ENIX AMERICA
CORPORATION

ENIX

CIRCLE #172 ON READER SERVICE CARD

Licensed for play on the
SUPER NINTENDO
ENTERTAINMENT SYSTEM



SUPER NES

BULLS VS BLAZERS AND THE NBA PLAYOFFS

DA REPEAT IS SO SWEET!

We all knew it could happen and sure enough it did. The mighty Bulls won their second NBA title in a row! To commemorate this monumental event the folks at EA have given us all the chance to relive the glory of this victory in their new cart **BULLS VS. BLAZERS AND THE NBA PLAYOFFS!**

For those of you who are familiar with EA basketball games, you'll be glad to learn they stuck to the same format. The graphics are unbelievably intense. EA has spared no expense in bringing you the most realistic stadium possible.

The players are what really pull this cart ahead of the pack. All the real teams and players are used and they play just like the real life heroes. Paxson is an outside shooter and Jordan is almost unstoppable from inside the paint.

The action is fluid and smooth, with a variety of options available to your on-court alter egos ranging from fast passes to three point shots! No basketball enthusiast with a Super NES should be without this high-flying slammer jammer! Get ready for the threepeat!



Tonight's big match-up will be another test of strength for the mighty Bulls!



Here are the guys who bring home the bread and butter for both teams!



The speed of the horizontal and vertical guides differ from player to player!



Instant replay allows you to see fantastic shots in slow motion!



See the stats on all your players when you want to substitute from the bench!



Congratulations on your repeat, guys! Do I hear threepeat or fourpeat?



Backward slam!

Forward slammer jam!



Slam with rim bang!

Flying in from the free-throw line!



Jordan's spinning slam dunk!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	100%

DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



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CIRCLE #172 ON READER SERVICE CARD.

 ENTIX AMERICA
CORPORATION
ENTIX

 Nintendo
ENTERTAINMENT
SYSTEM



SLIPPER NES

FIRST SAMURAI

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KEMCO	SUPER NES	AVERAGE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	5	ACTION	85%



Use your Samurai weapons to do battle with some really bizarre enemies!



When you summon magic, your path will be quickly cleared by a friendly spirit!

SCARY BOSSES!



(1) Use your magic here to put out the fire, then retrieve the red icon.

(2) Use your magic again to freeze the fireballs and get the red icon.



(3) This item marks your progress. If you get killed, you'll start from this area.

(4) This robotic boss can be easily killed if you keep slashing at him.



Run fast because this weird idol cannot be killed and will chase you relentlessly!

My Kingdom for a Sword!

Kemco's latest Super NES cart is an epic adventure centering around the heroic exploits of a Samurai Master. First Samurai blends elements of exploration and action in a graphically pleasing 4 meg package.

Pick up magic along the way and use it to call forth a spirit which will help you get past numerous difficult

obstacles. Collect weapons to strengthen your arsenal but also look for food items that will give you extra strength and stamina. Use your sword to destroy your enemies

before they get you! Be careful though, because if you lose your life, the energy stored in your sword will have to be used to fill up your life energy! Every enemy that you eliminate will give you a little more of your sword back.

MEGALIT

MEGALIT

Tricky Bricks.
Think First!

It seems so simple — but looks can so often be deceiving. Megalit is the exciting new Gamba Boy challenge from Takara. This falling brick puzzle game allows players to control a hero character who has been put under a spell.

By carefully lowering bricks to the ground, the hero can solve the puzzles, break the spells, and clear the stage. As each stage is completed, more complex brick combinations appear. Once all the stages have been cleared, the hero can save the princess. Sharp graphics and strange awesome effects add to the first-paced fun.

To master Megalit, you'll have to plan ahead, think fast, and keep on trying. And trying and trying and trying. That's the fun part. The hard part is being able to stop.

THE TIGER ARCADE

TAKARA

Video Game Division

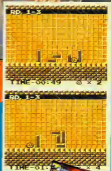
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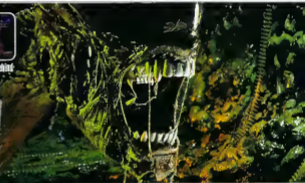


THE GOOD



The Aliens are first,
spit acid...

...and right behind
YOU!



THE UGLY!





GENESIS

TEENAGE MUTANT NINJA

TURTLES

THE TURTLES TO ARMS!

Everyone's favorite reptiles are back, and they now are ready to kick shell on the Sega Genesis! The Shredder has just

taken control of three magic Hyperstones. These gems have the awesome power to shink anything, even New-York! It's your job to guide the foursoite to the Technodrome and get the stones back before they are used for evil!



LEONARDO

MICHAELANGELO

DONATELLO

RAPHAEL

THE HYPERSTONE HEIST



FACT FILE	MANUFACTURER		MACHINE	
	KONAMI		GENESIS	
	CART SIZE	NUMBER OF LEVELS		
	8 MEG	6		

DIFFICULTY	AVAILABLE	
	EASY	DECEMBER
	THEME	% COMPLETE
	ACTION	95%

LEARN THE SECRET ART OF NINJUTSUI

Normal



Simply hit the A button.

Back Attack



When behind enemy, hit A.

Flying Kick



First B, then A half way up.

Bulldozer



Press C, then hit the A.

Snake Killer



First C, then B, then A.

Jump Kick



Press B, then A right after.

Whipl



Get close and press A.

Foot Flinger



Press C, then hit A+B.

Here are some quick tips to use for deadly moves. If you roll your fingers over C, then B, then A quickly enough, you will do an instant Snake Killer. That and the normal attacks are your best defense!

A = attack B = jump C = run

Cannonball



Hit B, then A at top of jump.

Hard Knocks



Simply hit the attack button.

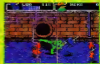


SCENE 1

THE CITY STREETS OF MANHATTAN



First is the street cleanup. You have to take out the Foot clan in both the sewers and the streets above. Pizza monsters and soldiers lurk everywhere. Next, go face to face with Leatherhead!



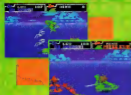
1. As you start out, there is a fire hydrant that you can clip to take out several foot soldiers.
2. A soldier will pop out with a sewer lid. Use a snake killer.
3. A car will pull out and try to run you over. Slide to get past it!
4. Grab the box of hard knocks.
5. Take out the soldier with the sewer lid using the snake killer.



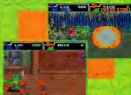
That cajun gator Leatherhead will toss knives your way and charge toward you.

SCENE 2

A MYSTERIOUS GHOST SHIP



Surf's up on your modified surfboard as you break the waves to get to the ship. Once on board, you find that the old ship is filled to the brim with Foot clan and Goady traps ranging from rolling barrels to spring floor boards. The ship will dock inside a cave where you will confront the evil Rocksteady!



1. As you move forward, have the Foot gather near the explosives and give it a good wack!
2. Watch out for the picture of Shredder that could fall on you!

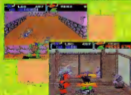
3. There are several boards that can retract and smash your face!
4. Watch for the falling barrels!
5. If in Normal mode, get the Box of Hard Knocks to get the Traags!



Slay as close to him as possible when he is not running so you can clobber him!

SCENE 3

THE SHREDDER'S HIDEOUT



Enter a dojo of immense proportions, filled with many traps and several bamboo spires that will skewer even the toughest shell around! The Foot are plentiful, as well as the creations of Baxter Stockman - the Mousers! At the end of the round, get ready to take on the proud warrior Tatsu!



1. Keep a sharp eye out for the Roadkill Rodneys that bust out of the ground. There's lots of them!
2. Be wary of some stones. The Foot may be hidden under them.

3. The main thing to watch for is the multitude of mousers that will suddenly appear around you!

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NEXT PAGE...



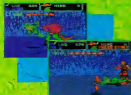
1. Wick the candles into the air and send them flying into the Fool!
2. The Bamboo rods protruding from the ground will skewer you!

3. Like before, smack the candles into your opponent to help out!
4. Don't get charged up by these sinister samurai statues!



Use the snake killer to hit him quickly. Also remember to dodge his knives.

SCENE 4 THE GRUNTLET



Compared to the other levels, this one is a breeze! There are, however, some sections where you have to fight the Pizza Monsters. Then you must go up against the three previous bosses: Leatherhead, Rocksteady, and Tatsu. Finally, get ready to take on Baxter Stockman in his pre-mutant, first arcade form!



The easiest way to beat this pest is to neutralize him with constant jump kicks!

SCENE 5 TECHNODROME: THE FINAL SHELL SHOCK



It's time to take on Shredder and Krang on their own turf! First, you will need to dash through the Technodrome. There are plenty of dangers lurking everywhere. For instance, the Traag soldiers are found in almost every corner. Not only that, but Mousers will bust out of windows, Foot soldiers appear out of transporters, and so on. At the end, you will battle with Super Krang, after which the Super Shredder appears with awesome mutagen power flowing through his freaked form! Don't be alarmed, justice will prevail! Don't forget, you have Turtle Power!



When Krang begins to laugh, it's your chance to strike him to the ground!



Try to avoid him until he fires his blue freeze ray, then attack him in full force!

WELCO
METOT
HENEX
TLEVEL



Head-butts,

*An interview with Scott Steinberg,
product manager of Streets of Rage 2™ for Sega® Genesis™*

kidney punches,

How is Streets of Rage 2 different from the first one?

The graphics are awesome. At 16 megs it's our biggest game. Overall there's a lot more of everything, more moves, more intricate maneuvers, more characters. And the characters are a lot bigger in size. So the action is more impactful.

uppercuts, knee-slams,

What are some of the new moves?

Axl™ has new punch combinations that do some serious damage. Blaze™ can do backflips to attack enemies in front and behind her. And there are two new players: Max™ and Skate™. Max is an ex-wrestler with a ruthless body-slam, and Skate knocks his opponents out with flying jump kicks. He can also skate behind his opponents, jump on their shoulders and ambush them.

eye-gouges

Are there new enemies?

Lots of new enemies—a gang of motorcycle thugs, a guy with a jet-powered pack on his back, knife-fighters, ax-murderers, ex-cons, and a bunch of new martial arts experts, so there are a lot of new challenges. And the player control is different also.

and groin kicks.

How is the control different?

We've tuned the control to be much more responsive, so that the action will be a lot faster and more spontaneous. You can crack a jaw or flatten an opponent in a split second. The players are basically as fast as your reflexes will let them be. The fighting is so realistic, you actually feel tired after playing it. It's the next best thing to kicking some real you-know-what.

(Just another typical day at the Sega office.)





GENESIS

SUPERMAN



UP, UP, AND AWAY!

Extrel Extrel Reed all about it! Superman takes on dangerous villains in search of Lois Lane. You play the role of Superman, the Man of Steel. Using your special powers, you must take on the

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SUNSOFT	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	5	ACTION	95%

Prankster, Metallo, and Brainiac. Pick up different colored icons to either change your powers, increase energy, or replenish lost powers. Defeat robotic minions and bosses with your punches, flying kicks, and jump punches. Some enemies throughout the game will need more than one hit to kill but they can be defeated with a Super Punch. Each boss has his own powers, so be careful. This is a job for Superman!

MASTER THE MOVES AND UTILIZE THE ICONS



PUNCH
Take out the criminal scum.



RUN
Use your super speed.



FLYING KICK
Hit "C" after you run.



JUMP PUNCH
Get the foes above you.



ENERGY



LIFE



POWER

SPECIAL ABILITIES



SUPER PUNCH



HYPER SPIN



HEAT VISION



SUPERMAN SAVES KIDS!

Superman saves kids! This is a special feature of the game where Superman rescues children from villains. It's a key objective in the game.



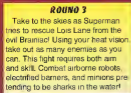
ROUND 1

The first stage consists of our hero leaping from building to building in search of the boss who has captured some innocent children. Deal with robotic adversaries, stationary barriers, and foes dropping rocks out of windows! (Refer to the map at the bottom of the page.)



ROUND 2

Help people escape from a building in this next fight for survival. Using your new Super Spin ability, you can dig through the floors of the levels. Walking robot adversaries are on the lookout! Break down walls with your punches, avoid dangerous acid puddles, and go for it!



ROUND 3

Take to the skies as Superman tries to rescue Lois Lane from the evil Brainiac! Using your heat vision, take out as many enemies as you can. This fight requires both aim and skill. Combat airborne robots, electrified barriers, and minions pretending to be sharks in the water!



THE FIRST SECTION'S ENEMY OVERVIEW

1. These enemies travel in groups, but only take one hit to destroy.

2. This mechanical monstrosity circles around you. It takes four hits to kill.

3. These nasties fly above and below you. Kill them with one hit.

4. Stationary barriers will not let you pass. Duck and shoot it three times.

5. The drones run at you from buildings. One hit will knock them off.

6. One hit is all it takes to destroy this robot, but dodge his shots first!



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GENESIS

DOUBLE DRAGON 3

LEVEL 1-2



(1) To waste this bad biker, do a fast jump kick to knock him off the bike.

(2) Do not let two or more enemies get on both sides of you or it's over!

(3) This boss becomes a wimp if you wallop him fast. Use kicks to beat him.

LEVEL 2-1



(1) Go into the weapons shop right away to pick up armaments for your arsenal.

(2) Don't get caught behind the trees, they tend to block your view!

(3) Move quickly to avoid this boss. Use punch and kick combos to eliminate him.

HIYA!

Billy and Jimmy Lee fans rejoice! Your favorite martial arts team is back in an all-new adventure! Double Dragon 3 by Flying Edge promises to be the best Double Dragon ever!

Go into the Weapons Shop to buy new tricks, more powerful attacks and more lives. Use weapons such as swords and nunchakus to bash and slash your way through those nasty hoodlums. You can attempt to master such techniques as the head butt, leaping kick, forward punch and spin kick.

Travel around the world looking for the mysterious Rosetta Stone. Each country offers new and exciting challenges. The bosses are big and bad, ranging from Japanese martial arts experts to horseback riding gladiators.

The graphics are cool and the

music is exciting. Some of the background scenery is very well done. Game play is great, and the enemy sneak attacks really catch you by surprise! Also note the not-so-new-but-still-a-lot-o-fun option to play alongside a friend. This makes the game a bit easier to handle!

If you loved the past Double Dragon adventures you're sure to get a jolt from Double Dragon 3 by Flying Edge. Hurry, Jimmy and Billy Lee are waiting!

TWO PLAYER ACTION!



Adding a second fighter will help you get out of many dangerous situations.



Billy and Jimmy Lee receive valuable information from a wise old lady!



Watch out for these archers; they will try to shoot you down with their arrows!



MANUFACTURER

MACHINE

DIFFICULTY

AVAILABLE

FLYING EDGE

GENESIS

MODERATE

NOW

CART SIZE

NUMBER OF LEVELS

THEME

% COMPLETE

8 MEG

5

FIGHTING

100%

LEVEL 3 EGYPT

Easily one of the toughest levels in the game, Egypt is filled with everything from burly bikers to weird tree people. Here are a few tips to help you get through this nasty area.



To avoid the giant hands in this ancient tomb, quickly zigzag in a wide pattern!



Here you must spell the word "Rosetta" by jumping on the stones on the floor.



You will fight all kinds of bizarre foes while passing through Egypt.



Excellent timing and keen reflexes are vital to your success in this level.

Weapons Shop!

Useful weapons
for dirty work!



Sword

Nunchakus



Enter the Weapons Shop and buy extra men, tricks and powerful attacks.



Cool graphics and exciting on-screen action will have you begging for mercy!



Down but not out...You can continue to play as long as you possess some coins.

EXCITING GAME PLAY!

GREAT CHARACTERS!



Billy

Jimmy Lee

Masao

Monkey

Senec

COOL MOVES!



Head Ram

Jump Kick

Punch

Spin Kick

INTERNATIONAL BOSSES



LEVEL 2

LEVEL 3

LEVEL 4

Japan

Egypt

Italy



GENESIS

OUT OF THIS WORLD



WAY OUT THERE!

On the night he is to finish working on his latest anti-matter maker, a lightning bolt has suddenly transported scientist Lester Knight Chaykin into a different world! In this world, a group of mean-spirited, monstrous aliens run things, and you are not welcome in their world! The aliens are not the only thing you have to worry about: there are wild beasts, poisonous slugs, traps, and many other hazards to watch for! But you do make a few friends along the way, most notably an alien you are stuck in a cage with in the second section!

Out of This World has long been available for personal computers and recently for the Super Nintendo. It now is available for the Sega Genesis system! Most importantly, with this version there is no access time between screens; everything flows smoothly with few traces of slow-down! See if you can hop, run and shoot your way back to your original dimension with this outstanding thinking/action game. Otherwise, you may be stuck here forever, with no way to get home!



STIRRING CINEMAS SHOWING YOUR DEMISE!



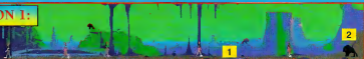
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	INTERPLAY	GENESIS	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	14	ACTION	95%





SECTION 1:

2



2

1. These leeches look harmless, but their sting can be deadly! Avoid these blood-suckers when they fall, but step on them when they're crawling on the ground!
 2. A hideous beast will meet you here; quickly run to the left and jump on the vine. Then swing to the right and run past the beast.



SECTION 2:



Here you awaken and find yourself in a cage suspended in an alien prison! You are not alone: an alien prisoner shares the cage and sits across from you. Swing the cage from side to side. The cage will fall on the prison guard, allowing you to escape. But before you're on your way, remember to grab the guard's laser gun for added weapon power!



Short Range
 Quick press of the button activates it.



Long Range
 Powerful blast to destroy doors.



Shield
 Protects you from laser shots.



VITAL STAGE:

Although early in the game, this section contains crucial items necessary for completing the game. First, you must obtain a vital item - the laser pistol. Second, it's important that you befriend an alien you escape from prison with. Take care of your friend as he is essential to your survival! If he gets killed anywhere along the way, you can't finish the game!





GENESIS

Jerry Glanville's

RIGSKIN FOOTBRAWL



Listen to your queen! Possession time earns extra points, so hold onto it tight!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	RAZORSOFT	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	100%





SO MUCH FUN IT COULD KILL YOU!

So, football is starting to seem tame and rugby has lost its thrill. Well, Jerry Gianville and the guys at RAZORSOFT have got the answer for you! They have teamed up to bring you the quarter muncher mega hit PIGSKIN FOOTBRAWL! You are the captain of a team of ruthless barbarians who will push, pull, throw, bash, and left to get the pigskin ball across the goal line. If you think the players have gone too far then you haven't met the coaches, who will bribe the referee and recruit trolls. Now get in there and inflict some serious fun!



If things get out of hand you may see a coach pay off a bribe to the referee!



This guy can attest to the fact that it can get very dangerous out on the field!



If one team is getting blown away, the trolls will come to their rescue!



A last word of inspiration from one of your trainers before the fourth quarter!





GENESIS

HELPFUL ITEMS

BULLET

Gives you rapid fire!



GUN

Double fire action!



BILLY COOL

WEAPON

.....PEACEMAKER

FAVORITE FOOD & DRINK

.....VEGETABLE

.....COFFEE

FAVORITE WORD

.....JUSTICE



CORMANO WILD

WEAPON

.....RIOTGUN

FAVORITE FOOD & DRINK

.....BEEFSTEAK

.....MILK

FAVORITE WORD

.....COURAGE

RIDE 'EM COWBOY!

The Wild West has been overrun by some real bad hombres and it's up to Billy Cool and Cormano Wild to clean them out!

You and a friend must follow the trail of big, bad banditos through desert towns, trains, and canyon cliffs. But if you're in the mood for a one-on-one shootout, there's even a cool versus mode!

This Old West version of Contra has fast action with great graphics and game play to suit any prospective cowboy!

SUNSET RIDERS



VERSUS MODE

See who's the fastest draw in the West. The eagle soaring above drops bags of life hearts!



FACT FILE

MANUFACTURER MACHINE DIFFICULTY AVAILABLE

KONAMI **GENESIS** **MODERATE** **NOW**

CART SIZE NUMBER OF LEVELS THEME % COMPLETE

4 MEG **4** **SHOOTER** **100%**



Ride your trusty steed in the bonus stage and get extra 1-ups and other items!

LEVEL ONE HINTS

1. You can obtain power-up items from the "friendly" ladies in the bars across town.
2. Beware of some bad hombres hiding inside the barrels.
3. Flatten these guys by shooting down the barrels above them.
4. Watch out for the herd of cattle rushing by. Jump or stay on the balcony.
5. Keep jumping over the charging bulls.
6. Save this woman before the outlaws do away with her.



Look out below! Watch for enemy attacks from above.



The train level is filled with tricky mail post jumps.



Ride the trolley to the Boss while fighting off the Indians!



The vicious outlaws surround this fortress on every side!

MOST WANTED BOSS HOMBRES

REWARD



\$20,000
8 LIVES
GREEDWELL
DEAD OR ALIVE



Destroy the barrels. Simon hides behind and fire away from below.

REWARD



\$40,000
PACO LOCO
DEAD OR ALIVE



Stay behind the logs. Fire diagonally and avoid the shots from the side.

REWARD



\$60,000
CALYPSO
SCALPEN
DEAD OR ALIVE



Obtain rapid fire and pelt the Indian as he attacks with deadly knives.

REWARD



\$100,000
RICHARD ROSE
DEAD OR ALIVE



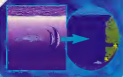
Don't stay in one place too long and fire when you have an opening.



GENESIS

SONAR

Use the sonar to talk to other sea life or read your signals to find out your location!



ENTER ECCO

Enter a poor old porpoise who has lost his pod. He does have, however, his sturdy bottle nose which he uses to ram other sea-dwelling predators. Ecco also has a sonar that lets him "talk" to other animals and a map of reference to guide him through the dark sea.

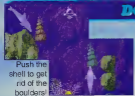


RUSH DIVE

Use this to ram other predatorial animals as well as attack schools of fish for dolphin fodder!



DOLPHINS AREN'T FISH!



Push the shell to get rid of the boulders!

Yup, they're intelligent mammals! You must search the dark depths of the sea in order to find them. No super-galactic wall destroyer in this game, you have to use your brain and some aquatic tools to find the Pod!



Push a rock off the edge to block the current!



TAKE ARMS AGAINST A SEA OF TROUBLES!

The dolphins are one of the most domestic and friendliest animals ever to swim our fair seas. Unfortunately, it is a known fact that our seas are rapidly becoming unsuitable for life.

Our friend Ecco has lost his Pod (a school of dolphins) due to

mysterious circumstances. Help Ecco battle the sea monsters and find his way back to his clan.

Ecco is the game known as Dolphin and has to be one of the most intense (and yet one of the most different) side scrollers you have ever seen! Instead of being a mindless attack-all shooter, this game puts a heavy emphasis on the lifestyles of an actual dolphin.

Also, the detail and fluidity of the backgrounds will stagger your imagination! Embark on a sea-faring mission of danger!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	27	ADVENTURE	100%

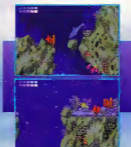
UNDERCAVES

Here, you can learn the basics of how to control your dolphin. Watch out for the huge octopus that lurks on the ledge! To get past him, slowly swim by his largest tentacle. You should also watch for the upcurrents that could slam you into the spikes!



Watch for the undercurrent and a giant octopus that could hamper your day!

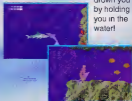
THE VENTS



The upcurrent is quite horrendous when trying to rescue a dolphin in distress!

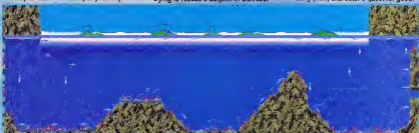
THE LAGOON

A lost dolphin asks you to help him find his lost pod. Lots of sea predators will try to stop you, so keep your snout in a handy useful position in case of attack! There are sharks present and a tentacle will try to



drown you by holding you in the water!

Sharks and tentacles will try to end our fishy (not!) character's quest for good!



Check out this map of the first level. It may not show much, but look at the size and detail of this masterpiece of a game! There is so much detail that your eyes will bug out! Just imagine guiding your dolphin through this waterway - very relaxing indeed!



Search for the knowledge of the Big Blue, otherwise known as a blue whale! He sure is big, but don't let his big size intimidate you, for he is here to help you in your search!



To find the Big Blue, head to the north pole!



Careful of the octopi! If you don't take it slow around them, there will be one less dolphin in this sea world!



Sharks don't appear until you are past the fourth stage. They take many hits to destroy and are dangerous!



If these sea creatures latch on to our finned hero, Ecco, they can squeeze him until he runs out of oxygen!



Killer whales aren't much of a threat, and they can inform you of what to do when you're in need for help!



GENESIS

TOXIC CRUSADERS

TOXI



The green wonder will do some heavy-duty cleaning with his trusty mop and Blobbiel!

MOP STRETCH

SPECIAL



GOLF HIT

NORMAL



NOZONE



His mighty nose can cause some serious damage to Kilemoff's evil plans!

SNOT SHOT

SPECIAL



NOSE SPIT

WHEEL KICK



JUNKYARD



This mutant hound has a nasty tongue that can stretch to attack all evil doers!

TONGUE

SPECIAL



PUNCH

UP PUNCH



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	80%

WELCOME TO TROMAVILLE!

A wasteland of toxic terror!

The hideous mutants with superhuman size and strength have just made their way into the hands of 16-Bit Sega Genesis owners! Now you (yes, you) can guide the cleanup crew through the stinky streets of Tromaville and put an end

to Dr. Kilemoff's plan to pollute the town and bring his race of cockroach creatures to live on our once beautiful planet.

Set in a side-scrolling intense action game, you play the role of either Toxi (with his mop and blobbiel, of course), Nozone with his super shnoz, or Junkyard - that mutant dog that Kilemoff loves to hate! Get ready, it's cleanup time!

Many Views



When at the channel, you can ride a jet ski to victory!



Hop on a skateboard equipped with a machine gun!



In the sand and action mode, fight with many moves!

THE STREETS OF TROMAVILLE

The streets of Tromaville need a tad bit of sweeping to get rid of all the creepzoids that lurk about. Watch out for the speeding cars and a truck that lets loose special chemicals that can kill a man!



Even though you have plenty of ammo, the fighting can get furious!

TROUBLE IN TROMAVILLE PARK!

Oh boy! Time to have some park pick-ups and get rid of the Deliberates. This level is filled with many narrow escapes and pits that you can fall into and lose a life! Watch for the helicopters that dive at you!



Watch out for this two-headed weed monster, his breath is scorching hot!

MOP UP THE ALIEN SPACE SHIP!

Killewoff's spacecraft holds more than what you'd expect! There are gigantic metal stompers along with insects tossing sludge from the catwalk. Stay on the lookout - this place is infested with creepies!



Keep your eyes peeled for anything out of the ordinary and you'll be safe!

TAKE A TRIP THROUGH THE AIRPORT!

The airport will provide you with plenty of action. From battling enemies indoors to having it out on top of a bridge to taking offense when someone is ready to knock you off of a speeding train!



Climb aboard this train and head to the engine to have it stopped for good!



The channel is filled with toxic waste and the ever popular troopers.



Get slimed by Smudgeula while trying to help out the environment.



Time to find Killewoff in his vast complex fortress! Can you spot him?

CHASE H.Q. II

THE MEAN THREE...

4WD



WEIGHT:



ATTACK:



SPEED:



SEMI



WEIGHT:



ATTACK:



SPEED:



SPORTS



WEIGHT:



ATTACK:



SPEED:



...AND THEIR MOVES

TWO WHEELS



Hit a rock or ramp on one side and your speed and maneuverability will be increased.

TURBO



You have three boosts, so use them wisely to increase your speed rapidly and catch the crook!

JUMP



There are many ramps and rocks that can help you get the jump on your fleeing suspect!



Disable this speeding yellow sports car with your turbo boost before it's too late!



Take out the red European sports car in an intense battle by the bay!



Smash this van and capture the heavily armed kidnappers lurking inside.



Busted! Hit the suspect, pull over the vehicle, and use police force!

SMASH, BASH, CRASH AND CAPTURE!

The crooks are getting away! Instead of using conventional vehicles to high-tail it away from the scene of their latest crimes, these



bad guys are using souped-up sports cars, vans, mounted with machine guns, even semi-trucks. How can the police

defeat these criminals? They're beating them at their own game by employing souped-up engines for a similar edge! That is what the men and women of the special CHASE police unit have done! In this sequel to the arcade classic Chase H.Q., you can choose between three vehicles that include a red sports car, a 4x4 Land Rover, and a super-charged semi. Each vehicle is armed with three nitro boosts that can be used at any time. These rapidly increase your speed for a limited period of time. At the start of each chase, your faithful yellow officer Nancy will relay vital information to you about the get-away car as well as the condition of the roads. You are also given a limited amount of time to reach the suspect and when you do get the criminal in your sights, additional time is awarded. An arrow highlights the suspect you must bring to a halt. Do you have what it takes, feedfoot? If not, the only thing you'll be driving is a desk!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	GENESIS	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5	ACTION	100%

Grip-it™

.....THE NEW, ONE HANDED VIDEO GAME CONTROLLER™

.....THE NEXT GENERATION IN GAME CONTROL™



Grip-it™

The Grip's™ Internal Motion Sensors put directional movement control totally in your hand!

Your Grip-it plays both

SEGA® GENESIS®



NINTENDO® S Bit

No Programming
No Codes

1-800-3GRIP-IT

Look for this package at your local retailer!



A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESIS® 16 BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL! NO MORE THUMB FATIGUE. WITH **Grip-it's™** ERGONOMIC DESIGN.

FEATURING:

- One Handed Control™
- Easy Start/Pause button
- Lighted A-B switch
- Quick response select button
- Rapid fire - Regular fire - Slow motion modes allowing control for beginners to experts. Control for all ages and levels.
- Convenient natural action trigger for continuous action play.
- Flexible 12 foot cord for unobstructed movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

CIRCLE #938 ON READER SERVICE CARD



GENESIS 15



THE ARCADE GAME

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ARENA	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	7	ACTION	100%



STAGE ONE: BATTLEFIELD
Protect the humans from the onslaught of the evil terminators at all costs.



The first boss is the terrible Hunter Killer. Blast its weapon compartments first!

POWER-UPS

CONTINUE	COOLANT
PLASMA SHOT	POINTS
RIFLE CHARGE	SHOTGUN SHELL



Missile launchers can drain a lot of energy from you. Kill them quickly.



STAGE TWO: THE BUNKER
Blast the flesh off the hulked cyborg!



Blast the cart that rolls by for an extra continue.



STAGE THREE: TRUCK
Protect the truck as it travels to Sky-Net, else John Connor is finished!



STAGE FOUR: SKY-NET
Sky-Net is heavily guarded. Destroy the HK and the three sets of locks!



STAGE FIVE: CYBERDYNE
Cyberdyne must be destroyed at all costs, but watch out for the police!



STAGE SIX & SEVEN: T-1000
Avoid the T-1000 in the helicopter. Fight in the final confrontation!

THROUGH THE SCORCHING FLAMES...

In a struggle to stop the machines from eliminating the human race, you and a friend join guns to blast the mechanical terrors. You start out in a war-torn wasteland. After working your way to Sky-Net, the brains behind the invasion, you travel to the present day. Save John Connor from the grasp of the T-1000, and prevent the war.

Terminator 2: the Arcade Game features all the hot levels from the hit coin-op, with almost everything intact. It even has smooth scaling, and realistic voice. And as a Menacer game it is hot! All this adds up to a battle of spectacular proportions!



SUPERSTARS™

VIDEO GAMEMANIA



MACHO MAN
RANDY SAVAGE'S
FLYING ELBOW DROP



ULTIMATE
WARRIOR'S FLYING
CLOTHESLINE



IN AND OUT OF THE
RING ACTION™



WWF
SUPER WRESTLEMANIA™



WWF WRESTLEMANIA
STEEL CAGE CHALLENGE™



WWF
SUPERSTARS 2™

WWF® wrestling action is better than ever! **Steel Cage Challenge™** for NES™ lets you feel every bone-crunching powerslam and clothesline! **WWF Superstars™ 2** packs Tag Team action into your Game Boy® for the first time ever! **WWF Super WrestleMania™** energizes your Super NES™ with spectacular graphics and pounds Genesis™ with each wrestler's own specialty move!

Step into the ring with these WWF® Superstars™... if you dare!



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GENESIS



When you see a biker ready to attack, quickly duck under his swinging chain.

OUTLANDISH ADVENTURE

Outlander is a gritty new action cart from Mindscape. You control the actions of a rogue character as he makes his way across a variety of barren, futuristic landscapes.

Most of your time will be spent in the driver's seat of a nitro-burning muscle car sporting machine guns up front. Use your guns to blow away the hordes of marauding bikers determined to destroy you. The Outlander must make his way through some rough side-scrolling mini-levels in search of food, ammo and precious gasoline. If you're lucky, you may reach the safety of civilization, but only the toughest will survive.



A side-view window will often appear, giving you a clear shot at your enemies.



Press all three buttons on your joypad to engage your car's nitro booster.

A Gristly Demise!

Your trusty shotgun comes in very handy when you get into trouble!

Outlander

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	MINDSCAPE	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	80%

SIDE-SCROLLING LEVELS



By pressing the "pause" button, you can view a map which shows your location.



Use your skills to fight some burly characters in the side-scrolling scenes.



All hope of making it out of the Outland will be lost if you get hit too many times.

Feel the Power. Experience the Magic!

For those who choose to brave dark, foreboding dungeons, unravel riddles as ancient as time, and clash with sword and magic against hideous beasts and tactful villains...

Welcome to the land of Varn!

Lead your party of hand-picked adventurers into this enchanted world! From the beast-ridden caverns of the underworld, to the majestic castles of the land, you'll travel in search of clues to unlock the Secret of the Inner Sanctum!



Beware, brave warriors, for the labyrinths of Varn are heavy with the smell of Doom.



Train your Sorcerers and Clerics in over 96 spells of destruction and defense!



Discover over 250 weapons and items as you venture through the land of Varn!



American Sammy Corporation

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The Invading Dragon



GENESIS

LOTUS

TURBO CHALLENGE

FEEL YOUR HEART RACE TO THE THRILLS...

Eight tracks of pure adrenaline await those drivers bold enough to get behind the wheel of a Lotus. Choose between manual or automatic shifting and journey across a wide variety of terrains, each with their own hazards and dangers. Even the weather is against you as snow, sleet, and rain pose very deadly threats and you only have a short time to hit all the check points. With a special split-screen, you can go one-on-one with a friend. Lotus Turbo Challenge is just that: a real racing challenge!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%

LEVEL ONE: FOREST



LEVEL TWO: NIGHT



LEVEL THREE: FOG



LEVEL FOUR: SNOW



LEVEL FIVE: DESERT



LEVEL SIX: INTERSTATE



NOW! TWO MORE LEVELS TO GO!



FEEL THE SPEED AND THE EXCITEMENT!



Dare to Escape!

TRECO™

SORCERER'S
Kingdom™



Player Name	Score
Frank vs. Frank	10 234-207
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100
Bob vs. Bob	10 100

The ear-splitting cry of a Griffin awakens your brain and echoes down the long dark corridors of Sorcerer's Kingdom.

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...



CIRCLE #136 ON READER SERVICE CARD

Treco, USA

2421 205th St. Ste D-204, Torrance, CA. 90501

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GENESIS

CHAMPIONSHIP PRO-AM



HERE'S A FEW OF THE VEHICLES THAT YOU GET TO DRIVE!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	28	DRIVING	100%



Your best bet is to get a good pole position and keep it through the race.

REV 'EM UP!

Get into the driver's seat and show off your driving skills in Tradewest's new racing game Championship Pro-Am! Aside from a veritable smorgasbord of intense racing action, Championship Pro-Am also features some new twists on the proven theme.

You get 24 levels of racing with eight different track configurations. You can collect many vehicle-enhancing icons which will help you survive each race. Fire missiles and bombs at your speeding foes to slow



Be one of the top three finishers in the previous heat to make it to the next race.



Pick up the missile icon and you will be able to initiate some wicked attacks!

them down. The combination of racing excitement and roadway battles make Championship Pro-Am a total riot to play! Start your engines - long if you're up to the challenge!

TRUCKS- You start the game with these!



JEEPS- A bit quicker than the trucks.



CARS- Good control with better pick-up.



Be very aggressive when attempting to pass because your rivals are relentless!



Use the "Zipper" (in circle) for a boost of speed to catapult past your competition.

ICONS



AMMO



MISSILE



SPEED



DEATH



TIRES



TURBO



HANDLING

CALIFORNIA

GAMES



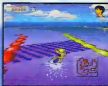
ULTIMATE CHALLENGE!

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Player" or "Dudeste"? Here's your chance to activate greatness in five wayout events, plus win some cool prizes to boot... Buy California Games II for your Super NES™ (start practicing) and match your skills against the world!

Snowboarding



Jet Surfing



OVER
\$30,000
IN PRIZES

Skateboarding



Bodyboarding



Hang Gliding



Contest details and starting dates for each event will be posted in the February 1993 issues of Electronic Gaming Monthly and GamePro magazines.

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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CIRCLE #215 ON READER SERVICE CARD



GENESIS

ANDRE AGASSI TENNIS



MATCH POINT!

Volley for some intense screen action with Tecmagik's new ANDRE AGASSI TENNIS! If you're looking for a cart which requires plenty of concentration, technique and finesse, this is the game for you!

Choose from three playing modes: Practice, Tournament and Skins. In the Practice mode, you prepare yourself by using an automated ball machine which lobs balls for you to return. Tournament is a straightforward tennis match where the winner gets a monetary purse. Finally, in the Skins mode, the purse changes with every match. It's very competitive!

The graphics are great and the players animate so smoothly, you'd swear you were watching real people! So polish up on those backhands, overhead smashes and serves because Andre is coming!

I love tennis on the Genesis!



A doubles match offers a challenge because a lot of teamwork is involved.



Player stats are displayed to allow easy access to vital performance information.

THREE MODES OF PLAY!



Practice: hone your skills by using this mode



Tournament: Regular play; fixed purse every match.



Skins: A different purse available in each match.



In a doubles game, try not to "poach" (invade your partner's territory).

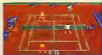


Playing the net can sometimes save the point. Be careful not to get fooled!

FOUR TYPES OF PLAYING SURFACES!



Grass Court: Low bounce with medium spin.



Clay Court: Medium bounce with good spin.



Hard Court: High bounce with poor spin.



Indoor Court: Medium bounce with medium spin.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECMAGIK	GENESIS	AVERAGE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	95%

THE ULTIMATE

AIR STRIKE



Achieve Total Air Superiority with the EA Air Force. Be the first to fly the high-tech Light Helicopter eXperimental in the most advanced 3-D flight simulator for the Sega Genesis.



✦ Dogfight with MIGs and Havoc gunships, strafe T-80 tanks and SA-8 missile launchers — over 40 types of targets. ✦ Bring a co-pilot and utilize the two player cooperative play: pilot and gunner.



PILOT REALISTIC VERSIONS OF THE LHX AND AH-64 APACHE.



FLY HUNDREDS OF UNIQUE COMBAT MISSIONS IN LIBYA, EUROPE, AND VIETNAM.



EXPERIENCE THE ACTION FROM 11 DIFFERENT VIEWS.



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CIRCLE #111 ON READER SERVICE CARD.



Some Very Tough PGA Courses!



Sawgrass
A large (6857 yds.), wooded course

Eagle Trace
Tons of water hazards and scrub.

Southwind
The 11th green is an island!

Scottsdale
Not too difficult, but not too easy!



Stadium Course
A nightmare of sways and mounds.

level of difficulty

1 Easy
10 Hard



Avenel
Elevated tees and doglegs - OUCH!



Brush up on your game with two practice modes; driving range and putting green.

FORE!!

Chuck those old golf clubs into the closet - PGA TOUR GOLF II is coming to the Genesis! Thanks to the experts at Electronic Arts, PGA Tour Golf II does a fine job of simulating all the fun and challenge of a real golf game!

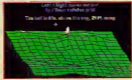
This sequel to the hit PGA TOUR GOLF has several new improvements. First of all, there are a whole slew of new courses to challenge your swing. In addition, this cart has better character animation, and an improved auto-caddy which now chooses your clubs more carefully. The instant replay feature allows you to relive those "moments of glory" over and over! You are also allowed to see a dithered relief map of the greens which shows how the green breaks. A new, adjustable Draw-Fade bar aids your accuracy. Couple all of these new features to a list of options as long as the back nine and you've got one of the best golf games ever!

For a real challenge, try your luck in the Tournament Mode against the likes of golf greats Fuzzy Zoeller and Fred Couples. Excellent graphics, cool sound effects (especially from the fans!), battery backup and a challenge level are all included in this new cart for the Genesis. Whether a pro or an amateur, PGA TOUR GOLF II from Electronic Arts will definitely keep you coming back for more! By the way, mind if I play a round or two?

PGA Tour Golf II



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	5	SPORTS	90%



This computerized grid allows you to see the green's surface in greater detail.



A pro like Fuzzy Zoeller is very difficult to beat without a lot of practice.



Use the wind indicator (1) and the power meter (2) to judge where the ball will land.



The options windows are as easy to use as those on an ordinary computer.

Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)



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WELCO METOT HENEX TLEVEL™

Where to find

Adrays
Babbage's
Best
Best Buy - Select Locations
Bosco's

Caldor
Captron/G & G
Circuit World
Circuit City - Select Locations
Electronics Boutique

FAO Schwarz
Fedco
Fred Meyer
The Good Guys!
J&R Music World

Sega CD.™

K & K Toy Stores
Kay Bee Toy Stores
Lionel Kiddie City
Macy's - Select Locations
Meijer
**Montgomery Ward -
Select Locations**

Nobody Beats the Wiz
Play Co.
Saturday Matinee
Sears - Select Locations

Software Etc.
Stern's
Toy Works
Toys 'R Us
Venture - Select Locations
Waldensoftware



CIRCLE 155 ON READER SERVICE CARD

SEGA CD
Mystery



Use the arrow to find important items in the apartment where the mystery begins!

IN THE MIDDLE OF THE NIGHT...

It was another night for William "Blade" Hunter. He had just dozed off to sleep, when his Vid-Phone rang. It was the city's Mayor, Vincenzo, offering a proposition. He

promises to reinstate the 'Hunter's' pension if he discovers who sold his daughter a lethal street drug. A new narcotic patch

that is applied to the skin has claimed the life of the mayor's daughter. The mayor has come to Hunter because of his tendency to break the rules, which is what got him kicked off the force. If he fails, however, the mayor will let him hang out to dry for sure!

In this latest Sega-CD game, a popular RPG title for the PC, you're equipped with a variety of tools and weapons. Talk about detail! You control even the most subtle functions like getting dressed before you hit the streets!



Deng Huang is the game's foremost villain and assuredly your main nemesis.

Rise of the Dragon

~ A BLADE HUNTER MYSTERY ~



Choose your words carefully. Slip up or say the wrong thing, and it's lights out!



Your status screen shows what item you are currently carrying and what you have.

STANDARD ISSUE PISTOL

Your best friend. The With & Smeason Special Pulse Particle Beam Handgun. You can't use it unless you find the ammo cartridge! This isn't the only gun you can use so look for heavier firepower also.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	RPG	100%

INVESTIGATION ICONS:



EXIT SCREEN

Permits you to look around without changing your current location. You remain stationary and the view changes.

This icon allows you to zero in on different exits within an area, such as going into a specific door or window, etc.



EXIT AREA



TALKING

Lets you talk to other characters or can explain why things don't open, work or what you need to do.

You can take a closer look at any object with this examining icon, it's useful for looking at maps and reading.



LOOKING

ELECTRONIC ARTS
EA
AIR FORCE



Feel the heat in the ultimate 3-D action experience!



Unique 3-D perspective and realistic modelling.



A gripping dramatic storyline heightens the suspense.



Authentic Gulf War weapons and satellite intelligence.



DESERT STRIKE™

RETURN TO THE GULF



Now available for your Super NES and Sega Genesis.

Visit your local retailer. Or call 1-800-845-4525 to order Desert Strike. As one of the first 3D titles to market this of when you place your order, and you'll receive a FREE DESERT STRIKE 3-DIARY 1-800RTI 1000 before each PC for the first 100,000 PCs for each additional purchase. If you see under 10,000 to get a special guarantee before calling. Before you place a third order, Message subject to change without notice. Message: Super Genesis Entertainment System™ Super NES™, and the official mark of Electronic Arts™. Desert Strike™ Return to the Gulf™ are designed by Electronic Arts™ and is a trademark of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis systems. Sega and Genesis are trademarks of Sega Enterprises Ltd.



WIN BIG WITH EGM!

EGM is back once again with a one-way ticket to some of the best games money can't buy! You don't have to be a brain surgeon to enter (in fact you don't even need to have much of a brain), just check off the boxes on our reader response card for more info on the games that make you tingle with delight! Finish by answering the questions about who you are, stick a stamp on the card and you're in! You may not win, but you'll be able to sleep well at night knowing that you've made your contribution to the U.S. Postal Service! What a spartan!

The following companies are contributing to this contest:

Acclaim, Accolade, American Softworks, Atari, Camerica, Capcom, D.T.M.C., Data East, Electronic Arts, Flying Edge, Hudson, Hi Tech Expressions, Interplay, Kemco, Konami, Mindscape, Nintendo, Ocean, RazorSoft, Sega, Shadowsoft, Sunsoft, T.H.Q., Taito, Tecmagik, Tengen, Tradewest, Turbo Technologies, Ubi Soft, Virgin



ENTERING IS EASY:

- 1) Fill out the Reader Survey Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail you Reader Service Card to:

Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965

Winners will be listed in the March EGM!

Contest Rules: All entries must be received before February 1, 1993. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Mislabeled or incomplete entries are ineligible. Void where prohibited. It is wrong to admit another person's cheating claims? The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Speed Publishing Group, Inc. or to members of their immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$500. Prizes will be forwarded to the winner whose final production copies are available. One prize per household. Determination of winners will be made through a random drawing. May void in the event of unforeseen war.

SEGA CD

Sherlock Holmes

VOLUME II

CONSULTING DETECTIVE

CLUES?

The game is afoot with the latest installment of the popular Sherlock Holmes mysteries for the Sega-CD, *Sherlock Holmes, Volume III*. This time he's back with three new mysteries to be solved: *The Two Lions*, *The Pilfered*



Paintings, and *The Murdered Munitions Magnate*. Collect clues in each case by talking to people, using information from past cases in your files, or reading the daily newspaper. When you think you have solved the case, take your suspects to court and see if you have the evidence to bring them to justice. By using live, full-color interactive video, pay close

attention to everything: the clues are everywhere! One difference this version has over the previous *Sherlock Holmes* installment is a live actor taking place of the graphic representation used before! If this isn't enough for devoted *Sherlock Holmes* CD-ROM gamers, *Sherlock III* is currently in the works! Put on your thinking cap and see if you can solve these three new cases!



1. CASEBOOK:
Selects the case you will try to solve



2. NOTEBOOK:
Write down names of possible suspects



3. DIRECTORY:
An address book of everyone you know



4. THE LONDON TIMES:
Keep up to date with the news and events



5. TRAVEL:
Move from place to place via carriage



6. FILES:
Holmes' files provide info on past cases



7. BAKER STREET:
Listen to other people and gather information



8. SCORING & TRIAL:
Take your case and evidence to court

THE TWO LIONS



Solve this mystery involving a mugged man and murdered circus animals!

THE PILFERED PAINTINGS



Priceless paintings have been mysteriously stolen but the motive is still unclear.

THE MURDERED MUNITIONS MAGNATE



A man is murdered in a back alley: was it a mugging? Revenge? Something else?

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA-CD	MODERATE	MARCH
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD	N/A	INTERACTIVE	100%

HAPP

Competition PRO™

Professional Control Pads

SUPER 16



NEW

FEATURES:

- Auto Fire control
- Turbo Fire
- Slow Motion Selector
- 8 Way SuperSwitch

**1 Year
Warranty**

For use with
SUPER NINTENDO
FAMICOM



SERIES 16

For use with
SEGA GENESIS
MEGADRIVE

ORCLE #180 ON READER SERVICE CARD

(708) 593-6130

HAPP CONTROLS, Inc.
106 Garlish Drive
Elk Grove Village, IL 60007
FAX: (708) 593-6137

TURBO DUO

LORDS of THUNDER

INTENSE FIREPOWER!

T.T.I. has been shelling out some cool shooters lately and this entry is no exception! The sequel to Gate of Thunder, Lords of Thunder is a

shooter fan's delight. The game is filled with super-destructive weapons, intense graphics, and a jamming rock soundtrack that will leave you banging your head!

If you loved Gate of Thunder, then L.O.T. is a must-have game for your Turbo Duo collection!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.T.I.	TURBO DUO	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	SHOOTER	30%



Check out this huge boss monster from the first level. Aim for the blue eye just below the head to destroy it.



Avoid the giant stalagmites as you speed through the cave!



Huge bore machines will try to drill you into the ground!



THUNDEROUS WEAPONS

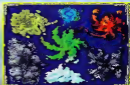
THUNDER SPREAD Destroy enemies with this laser.	TORCH SCREW Penetrates with a burning wheel.	FLAME WALL Scorch opponents with a wall of flame.



Laser spikes will launch from this crawling monster's back!



This fellow jumps around in a frenzy swinging his sword.



Each level is separated into different worlds filled with mutant monsters!



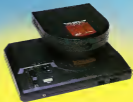
Destroy this sandpit monster before it hurls its metal spheres at your position.



The desert is guarded by this gigantic, fire-breathing sand serpent!



**NOW GAMERS CAN GO
WHERE THEY'VE NEVER GONE
BEFORE...to their friend's house!**



Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends. . . whether they're down the block, across town, on Nintendo® or Sega™ Genesis™! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He'll never know what hit him until it's too late!



The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (802) 437-9559.

**TELEPLAY
SYSTEM**
BY BATON
AN INTERACTIVE REVOLUTION

CIRCLE #178 ON READER SERVICE CARD

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TURBO DUO

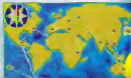
SUPER



BROTHERLY LOVE



BUSTER BROTHERS



Travel the globe until you find only the best bubble-bursting challenges!



Be careful not to get caught in too much bubble traffic or you'll get hurt!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T.T.I.	TURBO DUO	EASY	?
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	?	ACTION	?%

BUBBLE FRENZY!

Two brothers armed with super secret bubble-popping harpoon guns are in search of mad spheres bouncing around the world. Bop your way through tons of bubbling levels where you can pick up rapid-fire guns, double harpoon weapons, shields, and food for bonus points!

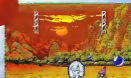
This new game from T.T.I. is a lot like a Space Invaders with a bubble-bursting twist. It's full of comical graphics and exciting game play that will keep you playing until you burst!



You'll play in levels with beautiful scenes as you progress in the game.



Use the top rung of the ladder as a shield and the bubbles will bounce off.



If a hermit crab crawls your way, fire a shot his way and he'll walk right into it.

THE BROTHERS' BUBBLE BURSTERS



GUN

Fires faster than a regular harpoon.



SHIELD

Allows protection for one hit.



DOUBLE

Fires 2 harpoons consecutively.



1-UP

Gives you an extra life.



TNT

Pops bubbles to small bits.



HOUR GLASS

Slows bubble movement.



CLOCK

Freezes game clock and bubbles.



IF YOU THOUGHT TETRIS[®] WAS FUN, LOOK WHAT WE DID TO WORDTRIS.[™]

**ACID. BOMBS. DYNAMITE. OUR SCIENTISTS
MADE IT HARD TO GET A WORD IN EDGEWISE.**

This mind-boggling, falling-block Soviet game will burn you up, blow you away, blast your socks off. This time the falling pieces are letter blocks. Instead of forming lines, you form words. Horizontally. Vertically. They clear. You score. The pace quickens. Where's that Magic Word? A Wild Card Block appears. The challenge

builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You're in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

Spectrum HoloByte.

Spectrum HoloByte, Inc. 2480 Manner Square Loop, Alameda, CA 94521



**THE WORD'S OUT.
WORDTRIS IS AVAILABLE FOR
GAME BOY[™] AND SUPER NES.**

For Visa/MasterCard orders call 24 hours a day, 7 days a week 1-800-695-GAME (Orders Only). For product questions and availability call 1-610-523-1184 (M-F, 9am-5pm PST)

Tetris is a registered trademark and Wordtris is a trademark of Elorg. License to Sphere Inc. Spectrum HoloByte is a registered trademark of Sphere, Inc.

CAMP CALIFORNIA

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.T.I.	TURBO DUO	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	10	ACTION	90%	

SAVE THE BEACH!

The Big Cheese is threatening to build a nuclear plant on the beach! The only way to save the day is for Byron and his fellow beachin' dudes to get the band together and raise enough money to buy it back! However, the Big Cheese knows about your plan and he's prepared to stop you with every dirty trick in the book! You must travel from city to city, collecting metal cans which you can recycle so you can refuel your car and save the beach. Rock on!



You and the buds discuss a plan of attack against the Big Cheese.



Travel to different cities all over California in order to earn money.



Punch the rungs off the ladder and whack this big cheesehead!



Clobber your way through the junkyard. Make sure you dodge the flying traps!



- 1 Gull's Gym is full of musclehead sea gulls pumping iron. Knock this guy back as soon as he appears.
- 2 Don't forget to pick up the can to refuel your car.
- 3 After you clear the sign, get ready to duck because a sea gull will throw a dumbbell toward you.



This huge machine will convert the trash you've collected into gas for your vehicle.



Our feathered friend does a tricky slide attack while bowling over the rat pack.



Catapult this rat high into the sky at the amusement park and ring his bell!

IT'S A KO!

THE FIGHT WITH THE PROS

JAM IT HOME!



GEORGE FOREMAN'S KO BOXING™



NBA™ ALL-STAR CHALLENGE™



FEEL THE HEAT!



KOGEK CLEMENS' MVP™ BASEBALL™

BONE-CRUNCHING!



SUPER HIGH IMPACT™

Get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger™ "The Rocket" Clemens with realistic over-the-shoulder fielding, and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA™ All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact™ for all the bone-crunching football excitement of the arcade smash!

When you're tired of watching from the sidelines... it's time to Play with the Pros!



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ROUND AND ROUND SHE GOES...

An evil sorceress is planning to take over the world with the help of the merciless demons she has conjured up.

The only thing to get in the way of her conquest is a coiled being that moves in a slinky-like motion. Pick up some cool power-ups on the way, like the ones which reflect your shots from the wall or the ones that make you invincible! Watch for the warp boxes that will help you get through the levels faster.

The world is depending on this little guy and it's up to you to help him! Can you conquer the twisted-maze-levels of the zodiac realm?

TURBO DUO

SOMER ASSAULT

FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TTI	TURBO DUO	EASY	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	ACTION	90%



icon help you



HEART
Replenishes
one health bar.



1-UP
Adds an
extra life.



REVERSE
Reverses
control.



CRYSTAL
Adds one
life bar.



SUN
Invulnerable
to enemies.



SPEED
Increases
your speed.



This sorceress conjures up Zodiac
creatures to carry out her wicked plan!



Magic tornado boxes will instantly warp
you to another part of the level!



Avoid touching the skull boxes at all
costs as they will drain your energy level!

JOHNNY TURBO

FEKA INCORPORATED IS IMPLEMENTING ITS DASTARDLY PLAN TO CONVINCE THE UNSUSPECTING PUBLIC THAT THEY HAVE CREATED THE FIRST AND ONLY CD GAME SYSTEM...

SO WHAT'S THE STATUS OF OUR MASTER PLAN?

FEKA CZAR

THE PLAN IS WORKING PERFECTLY, SIR.

EVERYONE THINKS THAT OUR GAME SYSTEM IS THE FIRST EVER OF ITS KIND.

THEY LOVE US!!



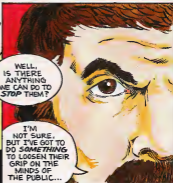
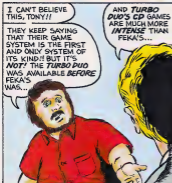
T-T-i

EPISODE 43:

THE

MASTER PLAN!

MEANWHILE, AT THE HOME OF COMPUTER EXPERT JONATHAN BRANDSTETTER...



OUT IN THE STREETS, KIDS ARE FLOCKING TO BUY WHAT THEY THINK IS THE FIRST CD GAME SYSTEM AVAILABLE...



SO STEP RIGHT UP
AND BUY ONE
NOW!!



...WE'RE MAKING A
KILLING ON THESE KIDS.

AND IT'S A GOOD THING
NOBODY KNOWS THE
REAL TRUTH ABOUT US,
'CAUSE IF PEOPLE KNEW
THAT THE **TURBO DUO**
WAS **ALREADY OUT**
WITH GAMES **ALREADY**
AVAILABLE, WE'D BE
IN **BIG TROUBLE!**



HEY,
KIDS!!

HUH?



**KIDS!!
LISTEN!!**

DON'T LET
THEM **MISLEAD**
YOU! THE **TURBO**
DUO IS THE **FIRST**
CD GAME SYSTEM
ON THE MARKET!

AND THEY'RE
GIVING YOU
GAMES THAT WE
ALREADY HAVE! WHY,
WE **RELEASED SHERLOCK**
HOLMES ON CD **ALMOST**
TWO YEARS AGO!!

HEY!!

IT'S
JOHNNY
TURBO!!

AND HE'S
TRYING TO
RUIN OUR
MASTER
PLAN!!





I'M BRINGING OUT THE TRUTH ABOUT WHO'S CD SYSTEM WAS HERE FIRST!

ADMIT IT!

THE TURBO DUO WAS AVAILABLE FIRST, AND OUR GAMES ARE MORE INTENSE THAN YOURS!



YOU'RE GONNA PAY FOR THIS, JOHNNY TURBO...



OH MY GOD! THEY'RE NOT EVEN HUMAN!

JOHNNY TURBO SAVED THE DAY!



RAH! RAH!
JOHNNY!
RAH! RAH!



THIS GUY'S THROWING A WRENCH INTO OUR MASTER PLAN...

THE GAME'S NOT OVER YET, JOHNNY TURBO...

TO BE CONTINUED...

VRRRRROOOOOOM!

Attention all race fans! R.C. Pro-Am II takes all the best aspects from the first game and boosts it to all new levels.

Four players can now compete on 24 exhilarating tracks with a ton of power-ups to blast your opponents to oblivion!

Win big money and upgrade your R.C. car with parts and weapons that will tear the opposition apart. Do you have what it takes to become a champion?

R.C. PRO-AM II

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	24	SPORTS	100%	



GRASSLANDS



Traveling on ice can plunge you straight into a wall. Ouch!



CITY STREETS



Rough and bumpy, is how things will get if you go across the logs.



DESERT

ITEMS YOU SHOULD KNOW



LETTER



NITRO



ROLL BAR



AMMO



1-UP



BIG MONEY



MONEY BAG



ZIPPER



THREE COOL CARS

Collect letters to form PRO-Am II, and you'll get a new car. Each one has more control and is faster than the previous auto.



BONUS STAGES



TUG O' WAR



DRAG RACING

ALIEN 3

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	95%



AWESOME WEAPONS

FLAME
THROWER



SMART
GUN



GRENADE
LAUNCHER



GRENADE



After you free the prisoners, enter the ventilation ducts.

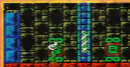
LEVEL ONE KEY



P = PRISONERS



W = AMMUNITION



These sliding doors can be opened by hand or blasted open in an emergency.



You'd better shake off this face hugger before it implants the alien embryo!

ALIEN TERROR IS BACK!

Ripley must face the aliens again, this time on the NES! Just like the Genesis and Game Gear versions, this cart is action-packed! Pulse rifles, flame throwers, grenades, and grenade launchers are your only help in combating the relentless swarms of alien creatures. Save the prisoners before time runs out, or you will be responsible for their deaths. The levels are huge, and hidden dangers lurk everywhere. Are you up for the challenge?

NINTENDO

THE TERMINATOR



HEART ICON
Restores your life meter.



GRENADE ICON
Gives you one blast at the enemy.

LOS ANGELES: 1984



Battle a variety of enemies to reach your destination: the Tech Noir night club.



Dodge police in the Tech Noir bar while looking for Sarah and the Terminator.

Hunter Killers



YOU ARE TARGETED FOR TERMINATION...

Far into the future, machines have taken over mankind! With life on the brink of destruction, you must travel back through time and save the mother of the man who will stop this technological terror. Cast as Kyle Reese, a member of The Resistance, your mission is to infiltrate Sky-Net, find the time machine and protect Sarah Connor from the relentless Terminator. Accept this challenge or the human race faces certain termination!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
MINDSCAPE	NES	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	5	ACTION	100%



Level One: Journey Through the Resistance Bunker and eliminate terminators on your way to the surface.



meet some Real HeadBangers!



GIVE SLICK 'N' SPIN A HAND DEFEATING
THE ENT JUNKMAN ON NES!



GO HEAD OVER HEELS PERFORMING INVENTIVE
POUNCING STUNTS ON GAME BOY!

Slamin' and jamm'n' at the Crash Test Center, enjoying an avalanche of laughs on the skislopes, or knocking heads with the Junkman... The Incredible Crash Dummies are guaranteed to crack you up!

So don't bang your head against the wall! Get The Incredible Crash Dummies on NES® and Game Boy™ — and meet some real headbangers!!!

Nintendo



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NINTENDO

Rollerblade Racer



LEVEL ONE



LEVEL TWO



LEVEL THREE



LEVEL FOUR

STEP ON A CRACK, BREAK YOUR MOTHER'S BACK!

Strap on your blades and prepare to skate into an obstacle course that will test your reflexes to their max and begin your journey to become the Rollerblade champion!

Four levels, plus the extra tough Super Race, await your challenge. Bonus levels featuring barrel jumping and half-pipes are also presented! Skate your way to victory!



Bonus Levels



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HI TECH	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	5	SPORTS	100%



STAIRS

Throws you to the ground with a painful thump!



OLD MAN

This grouch trips any skater who passes him.



MANHOLE

Puts a dent in your day and your head!



BABIES

The baby rolls balls under skaters' feet.



FIRE HYDRANT

This obstacle slows down your progress.



PUDDLE

This hazard turns skaters into a mess.



CONES

Found in the bonus level, these items will stop you.



SEWER COVER

Wears down your rollerblades.



DOGS

They just love to pounce on skaters!



STONES

Trips you up, and then throws you down.



TRASH CANS

Just the thing to make you kiss concrete.



CRACKS

Until they are repaired, avoid them at all costs.



FLAG

Lets you know that you've survived the level.



ROADBLOCK

Causes severe tire damage. Be cautious.



BARREL

Jump these for a ton of bonus points.



SEA GULL

This pigeon is a pesky obstacle to overcome.



FRISBEE

Head's up! Some fool has thrown this at you.



TRICYCLE

These tykes run you over with their trikes.



BEACH BALL

They bounce about in front of you.

APPETITE FOR ADVENTURE



Shake up your Nintendo® GAME BOY® with foot-stomping action. Eat your way to super strength and pound everything in your path. Pick on everyone lighter than you as you make your way through 15 enemy-filled stages. Find the secret temples and take the bonus stage challenges of thumb wrestling, arm wrestling or traditional sumo fighting. Remember, don't forget to eat your rice!



SUMO

FIGHTER

Nintendo

GAME BOY®



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NINTENDO

PLANET LINOLEUM



Your main goal is to get to the bus station so you can leave the planet. The major obstacles you will face include the huge one-eyed monster, building the missile, and winning the go-cart race.



Use the carnival balloon to carry this giant one-eyed monster away!



If you win the go-cart race you will be able to get a bus ticket to Earth.



Surf your way to the missile site, but be careful that you don't wipe out!



If you get to the bus stop in time you can catch the bus and leave Linoleum!

PLANET DETROITICA



PLANET DETROITICA

This planet has been taken over by android machines. You have to decipher a highly complex computer code, escape from an enormous robot, and survive the giant factory production line.

ROBOT DEACTIVATION ENTER CODE...



You must decipher the secret code in order to deactivate the attack robots!




The warehouse is loaded with obstacles. Use the code to immobilize the robots.



This huge mech stands in your way and will keep you from stopping the robots.

SPACE STATION



This outer space colony serves as an interplanetary gas station. Since you will have no money, you have to look around for some here. Gather unusual looking items to help you get to Earth!



Dodge the fast moving asteroids on your way to the space station.



Don't let strange atmospheric conditions stop you from completing your quest!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAMERICA	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	ACTION	100%



SPACEHEAD
COSMIC CRUSADER

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No. 1



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KAY BEE
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Brendle's
Service

And Many More...

NINTENDO



Maria is given the spear which contains the spirit of Moja, the great warrior.

THE SEARCH IS ON!

Sharpen your sword, as Legend of the Ghost Lion is coming for the NES from Kemco. This new RPG is a epic quest of good versus evil.

Help poor Maria track down her missing parents and find the Ghost Lion. To aid her in her search, there are a variety of weapons, spirits and hidden treasures.

Use the powers of the spirits at your command to destroy the many evils such as the dreaded Kobold or the horrifying Werewolves.

Speak to the villagers who will give you valuable clues and visit the shops in order to upgrade your weaponry.

Prepare to embark on a dangerous journey into the unknown with Legend of the Ghost Lion!



Speak with various creatures who will provide you with valuable information.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KEMCO	NES	AVERAGE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	RPG	100%	

some friends to help you



twanna

Spirit of the Lamp. His magic powers are great.



elf

Her magic is not strong, but she is still a valuable ally.



halfling

Possesses good fighting abilities but uses no magic.



moja

Spirit of the Spear. He is a warrior whose hits are lethal.

LEGEND OF THE GHOST LION

the menu



Select the appropriate command from the option menus which will appear.



Maria can buy many different weapons and items to help her in her quest.

MAPS AND LEGENDS



The overhead views act as a map to guide you from village to village.



If you collect enough jewels, you can sail across the ocean to foreign lands.



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NBA
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PRODUCT

JAM IT HOME!

DON'T BE DENIED... TAKE THE NBA ALL-STAR CHALLENGE™ III

Rock the rim with 27 of the hottest NBA® All-Stars. Downtown or in the paint, driving offense and intense "D," take it to the hoop with the likes of Patrick Ewing, Clyde Drexler and Chris Mullin. If you're looking to Play with the Pros, then NBA® All-Star Challenge is the game for you!



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NOW FOR THE SUPER NES!



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THE PLAY WITH THE PROS

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CIRCLE #150 ON READER SERVICE CARD.



GAMEBOY

SUPER MARIO LAND 2

6 Golden Coins



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	GAMEBOY	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THRIVE	% COMPLETE
	4 MEG	27	ACTION	100%

POWER-UP MARIO



Super Mario

Mario can get hit once and then he shrinks.



Fire Mario

Mario can shoot fireballs to kill his enemies.



Bunny Mario

Grab the magic carrot and Super Mario can fly.

EVIL WARIO WANTS TO GET MARIO!

The evil Wario has taken over Mario Land and enchanted its people under a spell. Now you must guide Mario through 27 grueling levels filled with sharks, witches, space monsters, and a slew of comical creatures set on destroying our favorite plumber.

This game has the look and feel of Super Mario World for the Super NES with lots of levels filled with the cutest and most innovative characters. The game play is enhanced with Mario's new ability to fly with the help of his new bunny ears.

If you liked Super Mario World for the Super NES, then this new portable adventure is a must-have for any Mario fanatic!

MARIO IN ACTION



SPACE WALK

Mario plays the first Nintendo astronaut.



FLOAT IN BUBBLE

Mario can fly around in a bubble. Don't let it burst!



SWIM

Mario shows off his aquatic skills in the deep sea.

SPECIAL ITEMS



CARROT

Allows Mario to fly.



FLOWER

Mario throws fireballs.



HEART

Gives extra Manos.



MONEY BAG

Bag of 50 coins.



COIN

Get 100 for a 1-up.



STAR

Invincible Mario.

SLOT MACHINE



Enter the ground in the map and play the slot machines!

Max out your coins and you can win 50 more Manos.



SPECIAL BONUS AREAS



Ring the bell high above the goal ...



... and get in some bonus rooms ...



to load up on power-ups!



MACRO ZONE

Catch this witch stealing 1-ups!



Be careful not to run into the spikes at the end of this conveyor belt



SPACE ZONE

Zero gravity leaps can be done here



Watch out for pigs blasting cannonballs from their large snouts!



PUMPKIN ZONE

Many ghosts to be avoided in this level.



Maneuver yourself with care through the many hazards here



MARIO ZONE

This level is full of cute characters.



Get away from the jack-in-the-box that pops out of a block



TREE ZONE

Hop on the leaves toward the top goal.



Get under the unsuspecting Koopa and knock him off his post.



TURTLE ZONE

This fierce shark sports boxing gloves!



Look out for queen bees that will dive as soon as you're below

MARIOLAND ENTRANCE

This is the first area that must be cleared. After that, you can play any of the other weird Wario zones.



Swim around the floating spiked mines waiting for you to hit them.



CRIMEBOY

ADVENTURE ISLAND 2

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON	GAMEBOY	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	8	ACTION	100%

OPENING CINEMA: KIDNAPPED!



WHERE IS SHE?

Master Higgins is searching again! His love, Jeanne Jungle, has been kidnapped - this time by a flying saucer! You aren't about to let her be whisked away - at least not without a fight! So begins the latest adventure with Higgins for the GameBoy system - Adventure Island II! Move from treacherous islands to even more deadly ones in this sequel to the original GameBoy hit! Battle penguins, crabs, birds - just about every creature one would find on an island! But don't fret - you can make some friends along the way! A sea leizard, a bird, two walking lizards, and a triceratops are more than willing to let you ride on their backs and use their special powers! But you can't just run though each level - it is essential that you collect power-ups to advance. Since the life bar slowly diminishes after each level, you must collect food to re-energize it or it's good riddance to you! There are also several weapons you can collect such as throwing axes, boomerangs, and a skateboard to help you speed through the levels! Get ready for the adventure of your life in Adventure Island II!

SECTION 1-1



SECTION 1-4



SECTION 1-5



SECTION 1-6



BOSS!



DINOSAUR FRIENDS

Each has its own method of attack, but if you take a hit, they will run away from you! Crack open an egg, and each icon shows which dinosaur it will be!



ATTACK: Tail smash!



ATTACK: Quick Swim!



ATTACK: Falling rocks!



ATTACK: Rolling Ball!



ATTACK: Fireballs!

SOME WEAPONS YOU'LL FIND ALONG THE WAY!



AXE:
Sails through the air in an arc-like motion!



BOOMERANG:
Throw it away from you and it will return!



STAR:
Circles your body and hits enemies!



ANGEL:
Follows you, allowing you one hit!



BOSS 1: IN THE DESOLATION

This first boss is a giant ground-burrowing insect! Stay away from him at first, then jump up and down on his head to harm him! Make sure to dodge his fireballs!

THE WESTERN PART OF THE ISLAND





GAMEBOY

THE FLINTSTONES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	7	ACTION	100%

LEVEL ONE: BEDROCK



Duck under this guy's flame, then hit him with your axe!



YABBA-DABBA-DOO!!

That's what you'll yell when you find out that Fred Flintstone has his very own GameBoy game! Fred's wedding anniversary is coming up and he hasn't gotten Wilma a present yet. While pondering his dilemma, he came across a slab with a treasure map carved into it. Knowing that the treasure would be the ideal gift, he set out on his adventure.

Seven levels filled with fun await you inside this cart. The action takes the form of a side-scrolling adventure, with cinema displays and a bonus scene involving Fred's car. You'll have a pre-hysterial time!

LEVEL TWO: DESERT



Churning sands and slithering cobras make this a very dangerous place!

LEVEL THREE: CAR



Collect power-ups in this fast-paced bonus level while dodging meteors.

LEVEL FOUR: SHIP



Fight off the piranhas and aliens inside Igorston's enormous battleship.

LEVEL FIVE: WATER



Search for treasures in the ocean's darkest depths but avoid the creatures!

CINEMAS



KAZOO

Collect at least ten of these icons to continue.



WHEEL

Find these throughout the game for points.



DINO

Get this icon to call your faithful pet Dino to your side.



With Dino, Fred can jump higher and shoot farther. Very useful!

FOOTBALL ACTION SO REAL, IT'S... **BONE-CRUNCHING!**



**BASED ON
THE ARCADE
SMASH!**

Super HIGH IMPACT

Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly, "Yer Toast" if the **HIT-O-METER** rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

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**PLAY
WITH
THE
PROS!**



**AUTHENTIC ARCADE
FOOTBALL ACTION!**



WICKED HIT

**BONE-CRUNCHING
TACKLES!**



**OVER 30 OFFENSIVE
AND DEFENSIVE PLAYS!**



**SETTLE THE SCORE WITH
AN ALL-OUT BRAWL!**



GRYMBEEDY

BART VS. THE JUGGERNAUTS



The announcer will let you choose your events just like in a real game show!

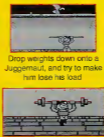
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%

CAPT. MURDOCK'S SKATEBOARD BASH AND CRASH



Sail down the ramp on your skateboard and jump up to force the Juggernaut off his pedestal. Look for the hidden skateboard!

BONUS GAME!



Drop weights down onto a Juggernaut, and try to make him lose his load.

DR. MARVIN MONROE'S HOP, SKIP, AND FRY...



Hop on electrified tiles, while dodging the brutal Juggernauts. Get the ball and throw it through the hoop. Shocking isn't it?

NUCLEAR PLANT: BOP TILL YOU DROP!



Just against one of the toughest Juggernauts on top of a nuclear reactor. Knock him into the radioactive waste below!

TONIGHT'S CONTESTANT... BART SIMPSON!!!

Yes folks, that young lad from Springfield is here to win big money on the ultimate game show Juggernauts! Bart Simpson must face events that will test his every reflex, and take him to the edge of endurance. From the Skateboard Bash and Crash, to the Hop, Skip and Fry, the Juggernauts will be trying their damndest to keep Bart from winning any money. Will Bart win the big prize? It's up to you!

Bart vs. the Juggernauts is a fun game, filled with hilarious animations and tough challenges, so don't have a cow, man!

MOE'S TAVERN: SHOVE FEST!



When push comes to shove, Bart really gets mad! He must go up against Snarls, and push her off of the stage. Can Bart do it?

**NO BOMBS, MISSILES,
LASERS, MACHINE GUNS
OR VULCAN CANNONS.**

**BUT YOU'LL STILL NEED
POWERFUL ARMS.**

And you. And even wit. Because in Prince of Persia[®] from Konami[®], only a fast mind and fit muscles can conquer all 20 Super NES™ stages, including 8 you've never seen anywhere before.

Once sealed inside the desert palace maze you'll hardly have time to appreciate the awesome high resolution graphics, incredibly cool life-like player animation, and mood setting Arabian melodies. Because when you're not hanging by your fingertips over spiked pits or leaping through razor sharp guillotines, you'll be sober dueling with skeletal renegades and vicious turbaned terrors.

The sands of time are against you, so you must be constantly on the move, making split second decisions with no margin for error. Is that vessel filled with poison or life giving nectar? Will that floor cave in or open a secret passage? Only the sultan of sin Jaffer knows for sure.

And he'll even use magic to keep you from rescuing the princess and becoming the Prince of Persia.



KONAMI[®]

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Tip: see inside design. Many variations possible/possible before calling. Software phone number.
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CIRCLE #146 ON READER SERVICE CARD.



CRIME SCENE



THE MAJORS PRO BASEBALL

...IF THEY DON'T WIN IT'S A SHAME...

Now you can take me out to the ballgame because this hot title is completely portable! Yes, if the action at your local ballpark just doesn't excite you, you and a friend can compete in Pro Baseball!

Since Pro Baseball is endorsed by the MLBPA, all the players are for real! No more fictitious names in this league! Another exciting feature of this cart is that Pro Baseball actually speaks! Hear all the calls like Strike, Ball, and Out to give your game a more interactive feel! So go ahead, hit one out of the park!

WHITE STAR DOME



The White Star Dome is a nice open air stadium. This park is tough to play in because of its large outfield and the narrow boundary marks.

A PLETHORA OF GAME OPTIONS!



Select a top MLBPA team!



Pick your pitcher from a real roster.



Choose from 3, 5, 7, or 9 innings!



and then...
PLAY BALL!

Looks like a foul ball! Keep your eye on the runner!



Almost a home run! The tall fence prevents a lot of homers.

At the plate, you can bunt the ball or hit with full power.



Summer Seattle may have won but Chicago never gives up!

TWO PERSPECTIVES!



Hit the ball in the first person view...



...then watch it sail through the air!

CINEMA DISPLAYS!



Animated cinemas really show off!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	SPORTS	95%	



High Speed Thrills

F1ROC
RACE OF CHAMPIONS™



Listen to what the game reviewers have to say:

"This has got to be one of the best racing games to come out for the Super NES." - *EGM's Super NES Buying Guide*

"Programmed using Mode 7, Seta has created possibly the best Formula One driving experience to date." - *Game Players*

"Formula One racing is where it's at in ROC." - *Gamepro*

"One real unique thing about this game is that it saves everything." - *Electronic Gaming Magazine*

"Experience the sights, sounds and speed of real Formula One racing with Seta's F1 ROC." - *Nintendo Power*

"This game is fun and challenging, with a great sensation of speed that gets the adrenaline pumping. A great game for racing fans of all ages!" - *High End*



Nailing the apex!



Shopping for speed.



Amazing hidden features!



Into the pits.

Fantastic features that will keep you glued to your game for months.

- ◆ 16 realistic tracks!
- ◆ Custom cars: Build your machine to blast!
- ◆ Opponent competes with different cars each with unique handling characteristics.
- ◆ You're driving against the world's best drivers, each with their own personality.
- ◆ Incredible Mode 7 speed scrolling!
- ◆ Battery backup saves your sizzling circuit scores!

No mindless drone opponents in this game!

Ancient Horror Chills

武者 MUSYA
THE CLASSIC JAPANESE QUIZ OF TERROR



Eye-popping enemies!



Killer graphics!

Musya takes you to the depth of ancient Japanese horror. As Imoto it's your duty to save the world from the Evil One. Descend into the abyss to save Shizuka, the keeper of the talisman that seals the Evil One in his prison. It's in your hands.

- ◆ Seven searing stages!
- ◆ 21 terrifying levels!
- ◆ Over 40 foul fiends to fight!
- ◆ Eight packed megabits of cool action!



Grotesque ghosts!



Weave a web of destruction with your spear!

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Name _____ Date of birth _____

Address _____ City _____

State _____ Zip _____ Phone _____

How many games do you own? GameBoy® ___ NES® ___ SuperNES® ___ Other _____



GAME GEAR

SUPER SPACE INVADERS



Protect the big city from the attacking aliens!



Don't let the invaders take the cows away!



Kill the aliens speeding through the trees!



Stay away from the first boss' grip ... or else!



These guys move fast so you'd better be quick!



Boss two is equipped with giant raging fireballs!



Battle these space meemies in the asteroid field. Look out for flying rocks!



This is one tough cookie! Boss three fires heat-seeking missiles at you!

WEAPONS



SMART BOMB LASER BEAM



CLUSTER BOMB WALL

Here are some of the most effective specialty weapons at your disposal!

THEY'RE BACK!

Classic old video games never die. They go away for a little while, but they always come back. Such is the case for the granddaddy of them all - Space Invaders. As it turns out, the Game Gear now has them! New features include truly spectacular scrolling backgrounds with vibrant colors and images, fields of killer asteroids zipping by at dangerous breakneck speeds, and the meanest bosses the side of the Milky Way! There are also special weapons which allow you to totally pulverize the enemy ships. If you were a big fan of the original arcade giant (and who wasn't?), then you are really going to be impressed with the new and improved Super Space Invaders!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GAME GEAR	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	N/A	ACTION	100%

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and CD-ROM Entertainment

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ELECTRONIC GAMING MONTHLY

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LYNX

DRACULA THE UNDEAD



Bram Stoker set to

Bram Stoker will be narrating the story.



- (1) Dracula saves Harker from the vampire brides' lust!
- (2) Find a way to pry open the door in the upstairs hallway.
- (3) From your room you can see Dracula step out for some fresh night air.

CLUE: UPSTAIRS WILL PUT YOU CLOSE TO THE EDGE!

(4) Make sure you're wearing the proper attire for "fritzy" with Count Dracula!
 (5) Search the front stairs and hallway for items.
 (6) In the library you will need to shed some light on the subject.



CLUE: WHEN YOU ARE HUNGRY FOR MORE INFO THEN NOW IS THE TIME!



- (7) You better not home around with the bat/fellow... just be sweet!
- (8) Search the stables for the keys to salvation and escape!
- (9) Go ahead and give Count Dracula the stage - well done!

CLUE: IF YOU GET THE NOTES THEN ALL IS WELL IN THE STABLES!

(10) Johnathan has found Count Dracula's coffin in the basement catacomb!
 (11) It's best not to lease the count with fresh blood, because he has such little will power!



The fresh blood has attracted Dracula. Unfortunately, the Count presumably said something's about to happen.

CLUE: GUARD YOUR BLOOD!

THE DRAC IS BACK!

If you have been waiting for a good mystery game then you're in luck. Atari has delivered just such a game with *Dracula the Undead*! You play the part of Johnathan Harker, a young solicitor who has come to Transylvania to settle a business affair.

Harker must uncover the secrets of Dracula's castle and escape back to London in time to save the world from the evil of the legendary vampire, Count Dracula!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATARI	LYNX	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	RPG	100%



By pressing Option 1, you can change your skill level from 0 to 9.



joust



LYNX

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SHADOWSOFT	LYNX	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	80	ACTION	100%

You will receive points for winning a joust. Pick up the egg that is left behind.



If you don't pick up the egg in time, it will turn into a more powerful enemy.



In the higher levels, a hand grabs you from the fire of the burning bridge.

Collect the eggs quickly in the Egg Wave, or they will soon turn into forest.



To beat the 'unbeatable' Pterodactyl, get exactly even with them and then collide.

PREPARE THYSELF FOR CHALLENGE

It's back! The classic game that rocked the arcades has come to the portable scene, and it is better than ever! In Joust, your goal is to complete each level by knocking a set amount of enemies off their war-buzzards. The higher joust wins in a collision. Collect the eggs that are left behind before they hatch and turn into more powerful enemies. When you start, you and your ostrich will

be flashing, which means you will have temporary safety. As the levels increase, so do the number of enemies and their power. Bridges burn, Pterodactyls attack, platforms disappear, and Lava Trolls try to grab your bird from the murky depths. Egg Waves will give you extra bonus points. Now you can bring the fun of this arcade classic with you wherever you may go.

meet thy enemies



Bounder



Hunter



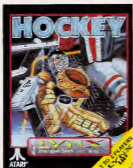
Shadow Lord

The 'unbeatable' Pterodactyl?



Here's a sample of the enemies you encounter throughout the game.

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EGM LIFESTYLES

THE WHRT'S HOT RESOURCE FOR EGM REROERS ONLY

TELEVISION

Warner Bros. Hopes Babylon 5 Can Shoot Down Star Trek

A rival more formidable than even the Borg is emerging to challenge Star Trek as the undisputed king of genre television.

Babylon 5, backed by Warner Bros. TV, is slated for a February 1993 debut.

Although the series has initially received positive response from industry insiders, it faces the daunting task of going against Star Trek: The Next Generation and new Trek spinoff Deep Space Nine.

Babylon 5, however, is radically different, if not the antithesis, of the sterile Star Trek world created by the late Gene Roddenberry.

In fact, science fiction writer J. Michael Straczynski (whose television credits include story editor/writer of the syndicated Twilight Zone and writer/producer of Murder She Wrote), who created Babylon 5, said the new series will have a darker, more rough-edged look like Hill Street Blues rather than the pristine set of the U.S.S. Enterprise.

The fifth in a series of

space stations, Babylon 5 is a gargantuan United Nations-like space port built in 2257. More than five miles in length, the ship is so huge that it houses its own ecosystem - complete with farms, streams, trees, animals, and even weather. It simulates various alien environments, is home to a mall, a gymnasium, and even a casino.

Babylon 5 serves as both an outpost for travellers and merchants, and as a command platform for members of the five cosmic alliances who helped build the space station.

None of the five intergalactic governments trusts each other, and the peace treaty between the five factions is volatile at best.

Set in such a precarious state of affairs, the storyline possibilities for Babylon 5 seem infinite.

Unlike Star Trek or Star Wars, where the lines between good and evil are clearly drawn, Babylon 5

reflects a more humanistic world fraught with grey areas.

The characters of Babylon 5, even the so-called good guys, struggle with their own personal flaws. The Chief Security Officer, for example, has a drinking problem.

Even the station's commander is convinced someone did something to him during the last war - although he can't figure out who or what.

Cast members for the series include Michael O'Hare (Rage of Angels) as Commander Sinclair; Tamlyn Tomita (Karate Kid 2) as Laurel Takashima; Jerry Doyle (Moonlighting) as Security Chief Garibaldi; Peter Jurasik (Tron, Hill Street Blues) as Ambassador London; and Andreas Katsulas (who played the menacing Romulan Tomalak on The Next Generation) as alien ambassador G'yar.



Left: Security Chief Michael Garibaldi (Jerry Doyle) and Commander Jeffery Sinclair (Michael O'Hare) stand ready in Babylon 5. Above: The exterior of Babylon 5.



Almost as important to a sci-fi series as actors are the special effects. Utilizing state-of-the-art computers, Production Designer John Iacovelli (Honey I Shrunk the Kids) and Visual Effects Supervisor Ron Thornton rendered the futuristic, forbidding world of Babylon 5.

John Criswell, prosthetics designer from Jim Henson's Creature Shop, helps create the glaucous community comprising Babylon 5. In effect, Criswell and his imaginative team gave life to the alien races of Minbari, Vorlon, and Centauri.

For a sneak preview of Babylon 5, look for an upcoming behind-the-scenes half-hour special about the making of the series on the Entertainment Television Cable Network, and watch these pages for more info.



MOVIES

Monster Movie Madness

Hollywood appears to be planning scary tactics to attract audiences to theaters in 1993.

Although it sounds like an oxymoron, monsters of all sizes and shapes will be attracting audiences by scaring them.

This month, we'll take a look at some of these movie star monsters. Whether it's the return of the dinosaurs in *Jurassic Park* or the return of Freddie, 1993 will be a scary year indeed.

Bolthead Bedlam

Inspired by the success of the misunderstood monster movie popularized by Bram Stoker's *Dracula*,



Although its release is still a long way off, EGM has confirmed there will be a live-action *Double Dragon* motion picture towards the end of 1993 or early 1994.

Frankenstein will be stomping his way across viewers' screens near the end of 1993.

TriStar Pictures signed a contract with Kenneth Branagh (*Dead Again*) to direct and star in the film. Branagh will play the role of mad scientist Victor Frankenstein.

Francis Ford Coppola, who directed Bram Stoker's *Dracula*, and his company American Zoetrope will produce *Frankenstein*.

TriStar officials said the film will be a faithful adaptation of the Mary Shelley novel - which means Frankenstein be a complex monster, instead of the over-

grown Gummy popularized by Herman Munster.

Frankenstein will begin shooting in England during the spring of 1993.

Godzilla in the U.S.A.

As long as we're on the subject of green monsters, TriStar has secured the motion picture rights to the building bashing lizard.

Godzilla is no stranger to the limelight. During his 38 year career, he has starred in 19 Japanese-made films.

Although production on an American Godzilla film will begin in 1993, don't look for Godzilla to renew his city smashing ways until 1994.

Witchcraft Brewing

Production has begun on Disney's *Hocus Pocus*.

The special effects laden comedy is about three 17th century witches who suddenly find themselves in the last place a witch would want to be: present-day Salem, Massachusetts on Halloween night.

Salem was the site of the infamous Salem Witch Trials, held in early America. Several young women were tried and executed after a paranoid jury found them guilty of witchcraft.

Bette Midler, Sarah Jessica Parker, and Beth Najimy will star in the picture.



Director Francis Ford Coppola, shown here discussing a scene with Anthony Hopkins in Bram Stoker's *Dracula*, isn't done with monster movies yet. He is scheduled to produce a *Frankenstein* film in 1993.

WHAT'S HOT

COMPUTER ANIMATION

The state of the art is now so real, it's scary. Wait 'til you see Mel Gibson or Kevin Costner acting alongside a computer-generated John Wayne.

"X" HATS

Too many people wear these hats without really knowing what they stand for. Now that Spike Lee's movie is out, we'll all have a better idea.

HOME ALONE 2

Haven't we seen this movie before? Fox takes the safe route to riches by rehashing the first flick. So it'll only make \$150 million.

FREDDIE KRIEGER

Give it a rest already. We paid money to see this dog put to sleep, and now he's coming back? Talk about false advertising.

MADONNA

We know taking your clothes off requires less talent than singing, but this is getting ridiculous.

WHAT'S NOT

Catering to Generations of Fans

When Dan Madsen started his black and white Xerox fan club letter after the first Star Trek movie in 1980, he did it as a labor of love.

He was just another devoted Trekkie who was fascinated by the extra-terrestrial world created by Gene Roddenberry.

That first newsletter had a print run of 25 copies.

But in the last 12 years, after five more movies, an entire new Star Trek crew, and a sizzling new series scheduled to air in January, the official Star Trek Fan Club newsletter has an international following.

"I never imagined this," said Madsen, who still has the enthusiasm he brought to the job over a decade ago.

"In 1983, Paramount got a copy of the newsletter and contacted me," Madsen explained. "They said I had the right amount of fanaticism and substance in my publication, and asked me to be in charge of the official newsletter. I was flattered!"

With the help of Paramount, and the rampant success of Star Trek: TNG, Madsen's publication has grown into a full color, bi-monthly newsletter with a press run of 105,000.

The magazine combines informative stories with a constantly updated catalog of Star Trek merchandise.

"We started out by offering one piece of merchandise," Madsen said in explaining the catalog portion of the magazine, "but fan interest exploded, and we expanded the section."

The latest issue has 15 pages of merchandise that will keep even the most

devout Trekkie satisfied.

Products cover both generations of Star Trek casts and includes jackets, pewter figures, board games, models, pins, jean jackets, and even crew costumes. Madsen said one of the biggest selling items is the Communicator Pin worn by Next Generation characters.

Each month, the magazine is also packed with exclusive information. In the most recent issue (November/December '92), Madsen concludes the final half of a two-part interview with Patrick Stewart, who plays Captain Jean Luc Picard on Star Trek: The Next Generation.

The article provides insight into Stewart's mesmerizing personality that fans couldn't find anywhere else. Stewart hints, for example, that although TNG may be winding down its television run after this year, that doesn't mean the end of TNG. "I want Next Generation to continue but it has to be something of a more modified form - possibly feature films."

In the same issue, Madsen previews the highly anticipated TNG spinoff Deep Space Nine. Character profiles, a photo of the cast, and a summary of the two-hour pilot (which airs January 4) are included in a story designed to whet the appetite of Trekkers fans. Madsen said fans are "curiously optimistic" about the new series.

The magazine even mentions that Skybox is preparing Deep Space Nine trading cards and T-shirts while Tiger Electronics is readying hand-held video games, tabletop games, and wristwatches. All Deep Space



Nine merchandise will, of course, appear in the magazine sometime in 1993.

With Deep Space Nine on the launch pad and the prospect of feature films involving the cast of TNG, Madsen's publication is perched at a unique point in Star Trek history. "It's an exhilarating feeling because of all the new possibilities. The entire Star Trek world is at a crossroads and there is definitely going to be a shakeup in the next year."

And as the world of Star Trek continues to evolve, expect Madsen's publication to be on top of every step, every flight, and every mission.



MEGA-MOVIES ON THE HORIZON AS HOLLYWOOD OFFERS UP SUPER SEQUELS...

After a banner year at the box office, movie studios are rushing to get the hottest hits of '93 under way. What big names will be behind next summer's most popular features and what new movies can we expect to see in '93? With a strong eye on sequels, EGM peers into its crystal ball to come up with its latest list of cinema goodies...

In the coming year expect to see the studios place major emphasis on getting additional mileage out of proven franchises. Not only does this conservative move guarantee big bucks to the film companies, it also means that we'll get a steady stream of updates on what our favorite characters have been up to lately!

One of the most exciting rumors to rip its way out of California revolves around a third entry in the Terminator series!

Although Carolco, the production company that owns the rights to the Terminator movies, won't officially comment, many see the company turning to its most profitable series to work up new cash. One potential hitch to a second sequel: (which is rumored to be in the scripting stage) James Cameron, the creative force behind the first two movies recently left the independent studio and was said to be working on a Spiderman film to finish out his Carolco contract.

New Line Cinema is another film company with plenty of familiar films under its belt. Among

"I'll be back." Could a Terminator 3 be on the way? According to rumors in Hollywood, the war against the machines may begin scripting soon.



New Line Cinema has a slew of familiar faces on the way, led by the brave quartet of Teenage Mutant Ninja Turtles!

We'll be seeing many new films from New Line in '93, including the resurrection of Freddy Krueger in seventh movie! Although the studio claimed to have killed off the parennial bad guy in his last feature, *The Nightmare on Elm Street* apparently won't be ending anytime soon! Also look for *Teenage Mutant Ninja Turtles 3* movie by Easter, a third visit to the House Party and a ninth (that's right - ninth) trip to Crystal Lake in *Friday the 13th Pt. Nine*. Will the rumors of a *Freddy vs. Jason* face-off come true? We can only hope.

Industry buzz indicates that talks are under way for a new *Star Trek 7* film to be helmed by the original crew. Although Shalner wants to direct from his own story (Kirk and Spock have a falling-out), rumor has it that any future voyages of the starship *Enterprise* will be piloted by someone new.

What is known is that Paramount will be releasing *Addam's Family 2* with the original cast, *Naked Gun 331/3* again starring Leslie Nielsen and the long-awaited bookend to the Axel Foley trilogy appropriately labeled *Beverly Hills Cop 3*. Billed as a "Die Hard in an amusement park" the big-budget action-comedy will bring the creative talents of Eddie Murphy to the screen once more.

Finally, look for Mike Myers to finish his *Wayne's World 2* script soon which, hopefully, will begin filming in early '93. Paramount, meanwhile, will also be exploring the possibilities of a *Ghost 2* with Whoopi Goldberg reprising her Oscar-winning role.

Anyway you look at it, 1993 will be a fantastic year at the movies! Add Spielberg's *Jurassic Park* and other potential blockbusters and you have a year that can't be beat!



Covering All the Angles

As competition in the comic book industry heats up, publishers are scrambling for ways to make their titles more appealing. The use of special "metallic" covers is one technique gaining in popularity as publishers learn that maybe people do judge a book by its cover after all.

When Image Comics' WildC.A.T.s #2, with its spectacular prism cover, hit dealer shelves in early November, it became one of the quickest sell-outs in comic history.

Of course, Lee's artwork inside the book also contributed to the comic's popularity, but fans just couldn't quit talking about that prism cover.

"I think it's a matter of pushing printing technology to its limits," a modest Lee said of his phenomenal cover.

Gabe Shamus of The Wizard agrees. "Because of its creative and colorful nature, the comic industry is willing to explore the newest printing technology as soon as it becomes available," he said.

"I actually got the prism idea from trading cards and thought it might work

for a comic book cover," Lee said of his WildC.A.T.s #2 cover. He not only used the prism effect to make a memorable cover, he actually incorporated the unique artwork into the book's storyline.

Comic book giant Marvel has also recognized the appeal of special covers and has explored many different techniques.

Earlier this year, they released a four-book series of Spider-Man hologram covers to celebrate the web slinger's 30th anniversary.

The first of the four comic books, Spectacular Spider-

Man #189, was released in June and is already worth more than twice its original cover price.

In the December release of Incredible Hulk, which was the green guy's 400th issue, a splintered prism effect on the cover virtually grabs the casual browser and demands to be opened.

Metallic Ink is another popular method used to draw attention to a particular title.

Both issues #450 and #75 of the Silver Surfer use a silvery metallic ink to appropriately color the superhero. The

books are two of the most prized among Surfer fans.

Of course, aside from the commemorative value a special cover brings to a title, the main reason for flashy covers is to sell comics.

The allure of these covers has virtually guaranteed their viability far into the future.

And as comic books become valued commodities in the 90s, a spectacular effort such as Jim Lee's WildC.A.T.s #2 may be the closest thing any of us will ever get to a sure thing.



These recent Marvel releases are good examples of a growing trend in comics emphasizing special covers: from left to right are prism, embossed metallic, and holographic.

MTV's Liquid Television Drips With Bizarre Humor

If you repeatedly find yourself flipping through channels with the remote, convinced that you've seen everything television has to offer, think again.

MTV presents an hour long show on Sunday and Tuesday nights that is home to some of the most bizarre stuff you'll ever see on your screen.

No, Liquid TV is not some fantastic neon drink that makes your insides glow. It's a hodgepodge of underground animation, over the edge graphics, and stories from beyond the fringe.

Comprised of international animators from Hungary, Korea, England,

Czechoslovakia, and the U.S., Liquid

Television, despite its weirdness, received an Emmy Award for outstanding achievement in graphic

design and title sequences. Each surreal episode is a half hour long and features original and acquired animation, featuring live actors, and short films, all unified by a strong graphic thread and off-center humor.

In other words, Liquid Television can be very weird at times.

The following story segments will air during the 1992 season:



Dog Boy

Dog Boy is about the misadventures of a boy with a dog's heart. The victim of a heart transplant by a cheap doctor who uses dog parts on his patients, Dog Boy buries bones in the back yard and chases cats on his way to work. The feature resembles a live action cartoon and has a Max Headroom-like appearance.

The Specialists - A cross between The Avengers and Rocky & Bullwinkle, The Specialists are troubleshooters for hire on a bicycle built for three. No challenge is too great - or too small - for Kikka, Samson, and Mastemind. They're desperate, and they know it.

Uncle Louie's Travels - Uncle Louie lives in New York. His nephew Butchie wants to know how long it will take Uncle Louie to get to his house in New Jersey if he flushes himself down the toilet.

Billy & Bobby - Billy & Bobby are normal, all-American fifth graders gone haywire...they make Bart Simpson seem tame. At a neighborhood birthday party, the boys bring a keg in their red wagon and spike the cool-side.

Joe Normal - Joe Normal lives in a state of denial. He's the son of a psycho mother and a Japanese superhero. He constantly teeters on the brink of insanity and tries to convince himself that he's normal.

Speed Bump the Road-Kill Possam - He's slow, he's stupid, and he's flat - but he's a survivor. Speedbump defies the treads of speeding vehicles. Front wheel, rear wheel, fore-edge or domestic - just when you think he's met the asphalt for the last time - he comes back for more!

12 Dangers of Skydiving - The cartoon short reveals the not often thought about pitfalls of skydiving, such as what might happen if your friend decides to give you a wedge as you jump out of the airplane.

Stick Figure Theater - This is what it would look like if the doodles you drew in school came to life. Woodstock becomes line art in a stick figure portrayal of Jimi Hendrix's "Star Spangled Banner."

Whether this sort of humor appeals to you or not, Liquid TV is worth checking out at least once - if not for its content, then for its originality and shock value. It's participants deliver week after week.

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AIR ZONK

All entries by Jan. 15.
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ARCADE SNES NINTENDO

Game	Score
Adams Family	1,024,208
Adventure Island 2	272,040
Centipede	898,898
Wipe Out	174,900
Double Dragon 2	9,004,592
Duress	1,020,828
Devil's	15,111,210
Ikka's	128,600
Iron Sword	1,014,418
Manly Men	149,710
Master of the Puppets	3,893
Pac-Man	181,300
Popeye	70,083
Pop'n Pop	48,948,963
Roboco	112,261
Super Mario Bros. 2	9,098,990
Tekn	908,368
T.M. & L.J.	934,800
Wizard & Warriors 2	32,072

Game	Score
Art of Fighting	101,970
Carto 2	9,098,908
Fist of Fight	1,066,200
Ph Fighter	1,777,510
Super Adventure Island	404,700
Super Mario World	9,098,908
Super R-Type	9,098,908
Super Smash TV	66,898,888

Game	Score
1942	2,947,306
After Burner	88,990,000
APB	4,802,324
Brick of Fire	2,185,960,000
Double Dragon	148,600
Hard Drive	429,400
Kiss	3,262,096
Out Run	49,050,270
Street Fighter II	70,000
Super Contra	16,440,370

Player

Stephen Knigman
Edward Chibrenko
Jason Kling
Peter Bondy
Edward Chibrenko
Richard Sauter
David Wright
Peter Bondy
Jeff Atkins
Jason Triska
James Briscoe Jr
Steve Beakwell
Fred Beady
Stephen Knigman
Jason Triska
Sergio Snagar
Richard Sauter
Rick Leo
Jeff Atkins

Player

Michael Klett
David Wright
Christopher Sims
Carlton Simms
Christopher Sims
Kenneth Li
Dave Runney
Mark Cull

Player

Brian Chesel
Novakovic Kelly
Greg Gibson
Stephen Knigman
Andy Kinsley
Jimmy Landers
Leung He Chek
Dan Leo
Stephen Knigman
Mark Alessi

TURBO GENESIS SEGA

Game	Score
Aster Blaster	13,273,300
Altered Bevel	224,700
Blak Belt	989,500
Double Dragon	607,000
Moonsweeper	21,820
The King	1,805,000
Psy Wars	986,000
Revenge	884,155
Rescue	21,108,300
R-Type	1,108,400
Shinobi	1,165,700
Space Harrier 3 - D	38,257,970

Game	Score
After Burner 2	32,213,110
Baham	1,242,200
Castle of Illusion	25,293,300
Gunz	12,468,300
Ghouls & Ghosts	6,182,100
Genies	1,791,048
Rolling Thunder 2	13,714,800
Secret of the Hodgson	9,098,900
Surf Doctor	745,048
Stardust	3,098,900
Streets of Rage	989,200
Toe Jam & Earl	900

Game	Score
Alien Crush	898,000,000
Bleed 'Em Out	35,704,820
Cyber Cap	9,999,900
Dragon Spirit	633,978
Fighting Streets	1,888,800
Galaxy 64	1,204,148
Kiss	3,060,750
Monster Lab	367,080
Mega Ripper	88,898,900
Parodius Stars	83,992,000
R-Type	988,400
Spartan Assault	88,998,900
Super Star Soldier	12,442,000

Player

Christopher Sims
Alex Skovacek
Rob Sigmann
Todd Feller
Vince Tennant
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Sean Gaudross
Todd Griffin
Dan Leo

Player

Dan Leo
Christopher Sims
Richard Sauter
Jeff Yonke
Richard Sauter
Jim Wilson
Richard Sauter
Simon Morrison
Steve Karpis
Dave Mulvey
Jonathan Scott
Richard Sauter

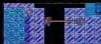
Player

Rory Swanson
Rocky Griffin
Josh Wirtor
Harold Lewis
Dennis Crowley
Jeff Yonke
Jonathan Paleologos
Paul Carter
Max Clarm
Justin Horvath
Chris Nygaard
Chris Nygaard
Jeff Yonke

Rules - All scores on Air Zonk must be received by February 15, 1993. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1020 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

GAME OVER

FINAL FANTASY MYSTIC QUEST



FLOOR ONE



FLOOR THREE

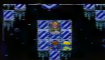


THE MANY FACES OF EVIL

The Dark King will change his form four times during the fight. Keep using your Flare spell and seeds to stop him. It's also a good idea to keep Phoenix on the automatic setting so she can heal you, and occasionally she will even get a critical hit on the Dark King. Have patience and you will probably survive this intense battle.

SAVE THE WORLD FROM THE DREADED DARK KING!

You have journeyed across the land in search of the four Crystals of the Earth. Your quest has finally led you deep underneath the Focus Tower to a hidden place known as Doom Castle. As you search through these dark foreboding dungeons, you find that your way to the very heart of the castle is blocked by stone. The only way past is to explore four floors of unspeakable danger. Only those with nerves of steel will find their way to the vile Dark King. Once you are in the midst of battle, the Dark King will show you his true, hideous form. Will you and your companion succeed in vanquishing him from the land forever, or will you be destroyed by his darkness?



The helpful old man turns out to be the last crystal.



Say goodbye to all your friends and set sail for distant lands.

Sail off into the sunset in search of your next Final Fantasy!



FLOOR TWO



FLOOR FOUR

This floor has a special statue in the middle of the room. Talk to it; it will help you.



Sail back to the town of Windle and rest for awhile.



Tristram joins your quest for more adventure.



PORTABLE TUNES



What's more fun than watching a cartoon? Starring in one! Bugs Bunny, Daffy Duck, The Tasmanian Devil and many other favorite Looney Tunes characters circle the world in a wild and totally looney adventure. You control a different character through six wild and wacky "mini-cartoons"—plus a blast of a bonus round—it's like playing seven different games in one!

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WORLD WAR II



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Excitement and adventure are back as Murtagh and Riggs, once again, fight chaos and mayhem in the streets of Los Angeles. Conquer thugs and thieves, and overcome tricky obstacles in this action-packed, crime-fighting adventure you don't want to miss!

The name of the game

ocean

Ocean of America, Inc.
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GAME BOY



Screenshots shown are from the Ocean Game Boy Advance version.

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